1999
St. Louis Rams

Offense

Mike Martz

) St. Louis Rams 1999 Fr

TO PLAY IN THE NFL

IS A PRIVLEDGE

TO <u>COMPETE</u> IN THE NFL

IS AN OBLIGATION

PLAY EVERY PLAY TO THE VERY

BEST OF YOUR ABILITIES -

IF NOT FOR YOURSELF,

FOR THOSE OTHER 10 TEAMMATES

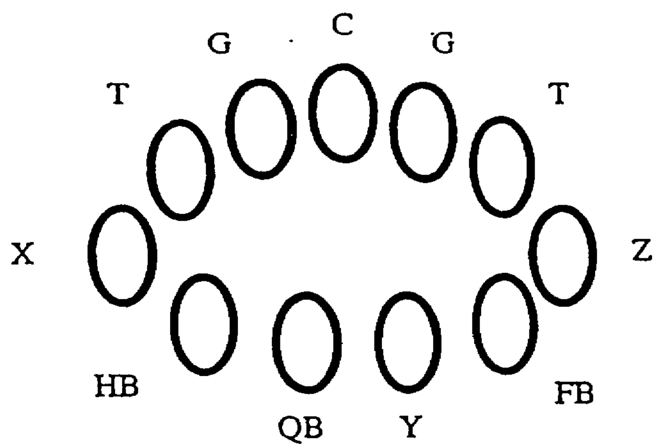
ON THE FIELD

WHO ARE TRUSTING YOU TO DO

JUST THAT!

HUDDLE

THE HUDDLE



Center sets huddle at 7 yards behind the ball. Get into the huddle quickly so the quarterback can get the play called.

Everyone has hands on knees, eyes on the quarterback. Watch and listen to what the quarterback says. The quarterback may kneel down. The quarterback must speak loudly and try to make eye contact with everyone.

Keep the huddle open so the end men (tackles and wide receivers) can hear.

The center controls the formation of the huddle, and huddle discipline until the quarterback steps in. Once the quarterback steps in, he runs the show. There is no talking until the quarterback breaks the huddle.

Messengers should talk to the quarterback behind the huddle. Players being subbed for should leave the huddle as soon as they get the message. "Lingering" or more that 11 men in the huddle is a penalty.

Quarterback call example:	SHIFT	
	FORMATION	"I" RIGHT
	MOVEMENT (if any)	"ZOOM"
	PLAY	"20 ISO"
	SNAP COUNT	"ON 2 (repeat) ON 2"
		"READY BREAK" (all clap hands)

"Check" Call = asking quarterback to repeat call.

Breaking the huddle: Y goes first. WRs go behind the huddle. Hustle to the L.O.S. and get set quickly. We may only have 40 or 25 seconds to call the play then snap the football.

Linemen set in a 3-pt stance unless "up" is called, or you are in a 2-pt stance for pass protection.

THE HUDDLE continued

NOTE:	40 SECOND CLOCK:	The offense has 40 seconds to put the ball into play after the preceding play has been blown dead.
		ALERTS: After a long run or completion, sack or long incompletion, the offense must huddle quickly to get the next play called and run.
	25 SECOND CLOCK:	Used after any timeout, change of possession, or penalty. Offense usually has plenty of time to get the play called and run.

<u>TYPES OF PERSONNEL</u>

1.	"<u>REGULAR</u>"	2 BACKS	1 TE	2 WR'S
2.	"<u>2 BACKS</u>"	2 HB'S	1 TE	2 WR'S
3.	"<u>DEUCE</u>"	1 BACK	2 TE'S	2 WR'S
4.	"<u>NICKEL</u>"	1 BACK	1 TE	3 WR'S
5.	"<u>POSSE</u>"	1 BACK (1st dn HB)	1 TE	3 WR'S
6.	"<u>TRIO</u>"	2 BACKS	0 TE'S	3 WR'S
7.	"<u>QUADS</u>"	1 BACK	0 TE'S	4 WR'S
8.	"<u>TANK</u>"	2 BACKS	2 TE'S	1 WR
9.	"<u>HEAVY</u>"	1 BACK	3 TE'S	1 WR
10.	"<u>JUMBO</u>"	2 BACKS	3 TE'S	0 WR'S

FORMATIONS

Our formations will *all* have several distinct parts:

1. **FORMATION**
   This dictates backfield set and possibly receiver (X, Y, & Z) alignment.

2. **STRENGTH DIRECTION**
   Always to Y except in Spread & possibly when Y's alignment has been altered.

3. **ALIGNMENT TERM**
   Used only as a variation of the base formation. In many of our formations, there will not be an Alignment Term.

Our Formations are separated into two categories: One Back & Two Back.

1. **TWO BACK**
   Both RBs are in the backfield and no wider than our OTs.

2. **ONE BACK**
   One RB is in the backfield while the other is on either side edge or wider. A substituted WR or TE could assume the detached RB's identity (F).

One Back Formations are placed into the following groupings:

1. **D FORMATIONS**
   The formations are balanced. X & F are aligned weak while Z & Y are aligned strong.

2. **T FORMATIONS**
   These formations are unbalanced creating three strong (Z, F, & Y) and one (X) aligned weak.

3. **F FORMATIONS**
   This is another balanced grouping. The difference is X & Z are weakside and Y& F are strongside.

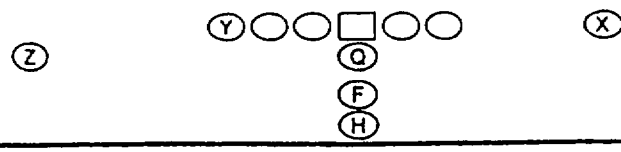
4. **OTHER FORMATIONS**
   Formations that do not fit into the previous three groupings. This is mostly Bunches.

<u>THE FOLLOWING PAGES ILLUSTRATE:</u>

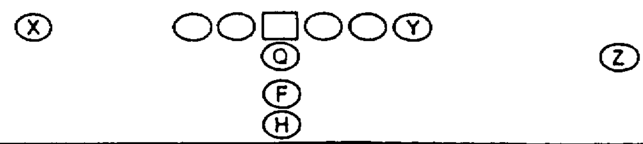
A. TWO BACK FORMATIONS
B. ONE BACK FORMATIONS (by groupings)
C. ALIGNMENT TERMS
D. FORMATION VARIATIONS

TWO BACK FORMATIONS

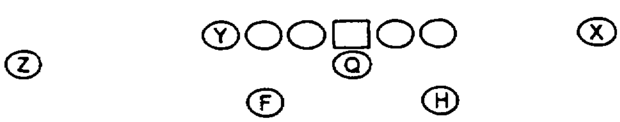
I LT



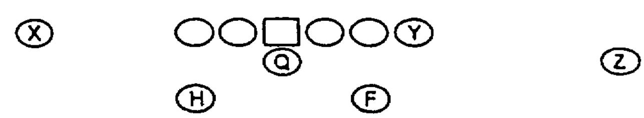
I RT



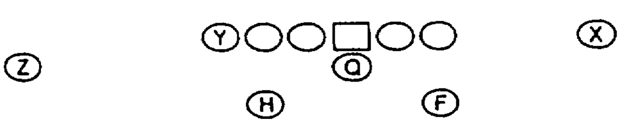
SPLIT LT



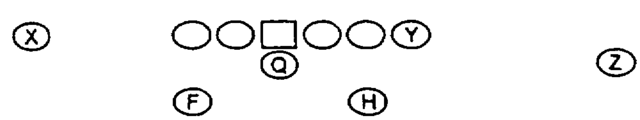
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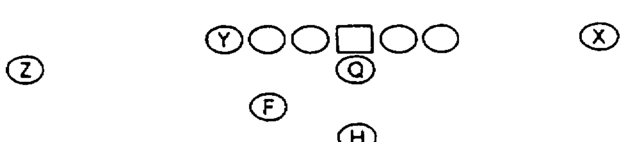
FULL LT



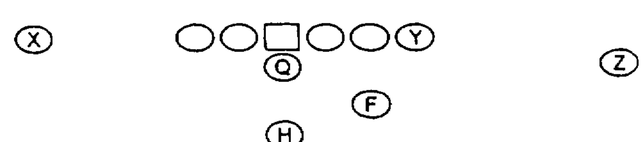
FULL RT



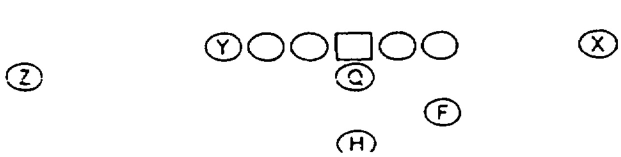
JACK LT



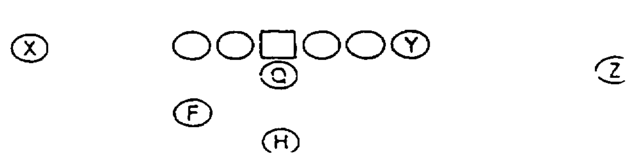
JACK RT



QUEEN LT

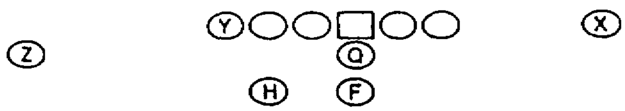


QUEEN RT

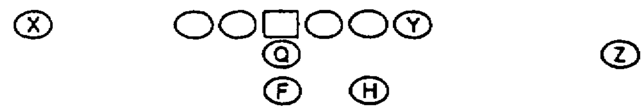


TWO BACK FORMATIONS

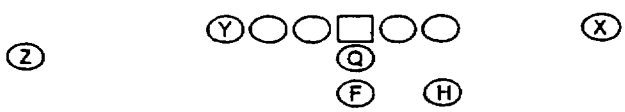
NEAR LT



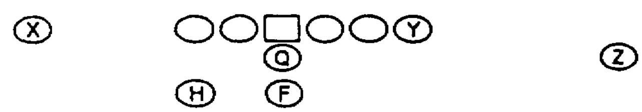
NEAR RT



FAR LT



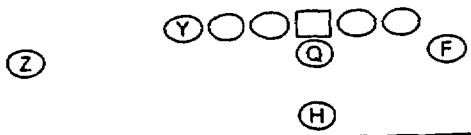
FAR RT



ONE BACATIONS

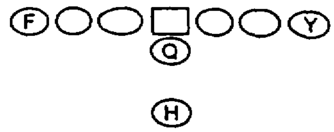
DEUCE LT

*In Deuce, F or X is on LOS according to play!

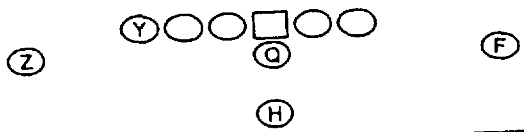


DEUCE RT

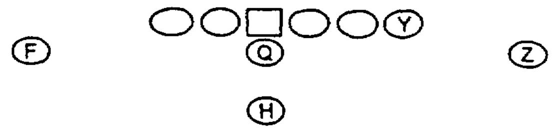
F or X is on LOS according to play!



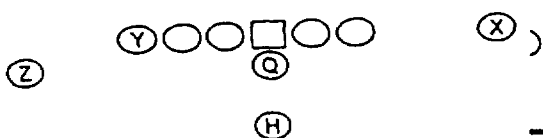
DOUBLE LT



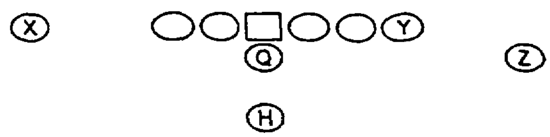
DOUBLE RT



DUAL LT

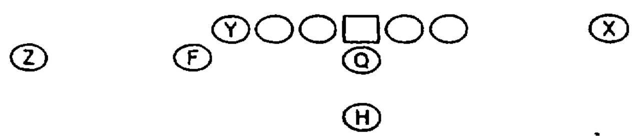


DUAL RT

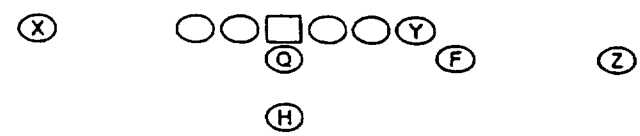


ONE BACK FORMATIONS
Ts

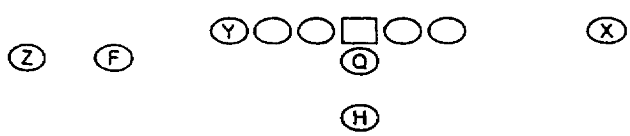
TRIPS LT



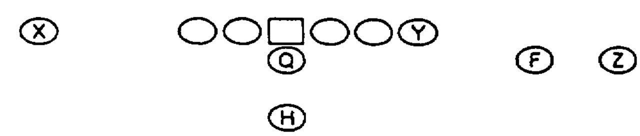
TRIPS RT



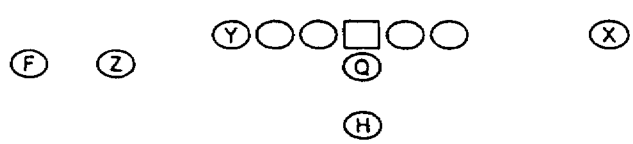
TWINS LT



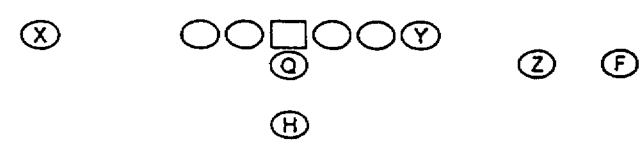
TWINS RT



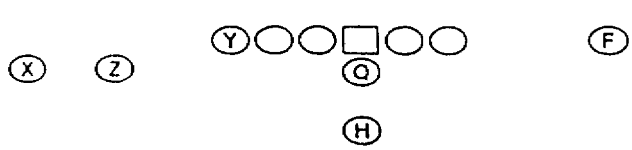
TREY LT



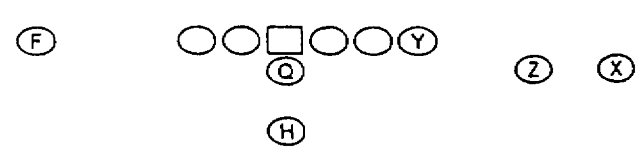
TREY RT



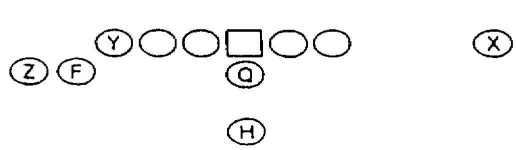
TIGER LT



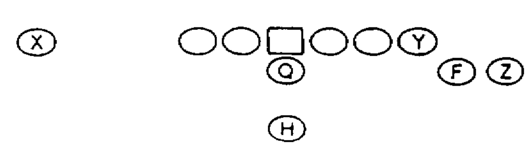
TIGER RT



TOWER LT



TOWER RT



ONE BACK FORMATIONS
Ts Continued

TRAILOR LT



TRAILOR RT

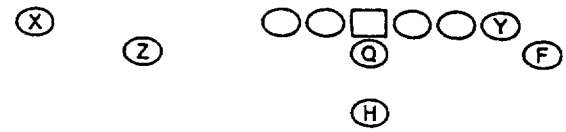


ONE BACK FORMATIONS
Fs

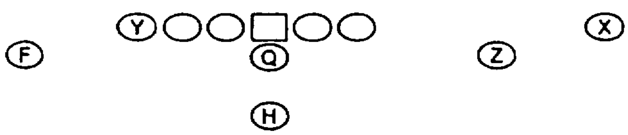
FLANK LT



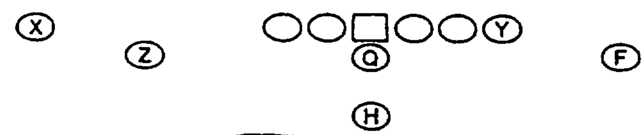
FLANK RT



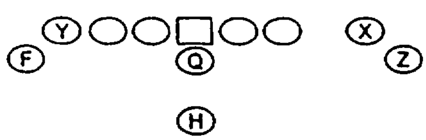
FLEX LT



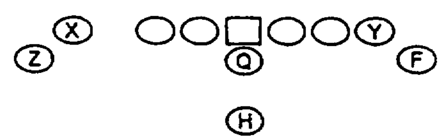
FLEX RT



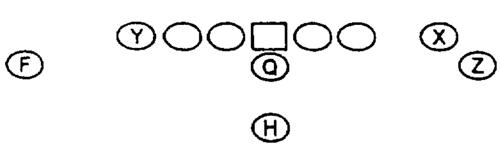
FLOAT LT



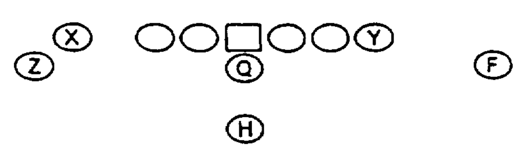
FLOAT RT



FLEET LT



FLEET RT



ALIGNMENT TERMS

*THEY APPLY TO ANY FORMATION CALLED!

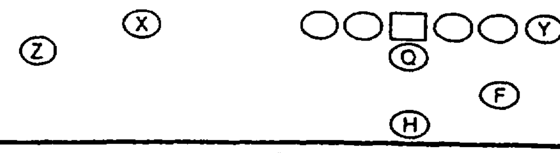
SLOT

JACK RT SLOT



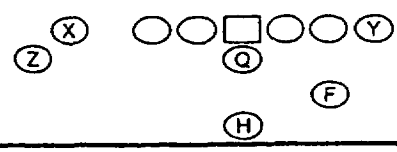
SLIP

JACK RT SLIP



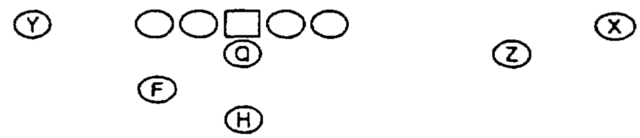
FLOAT

JACK RT FLOAT



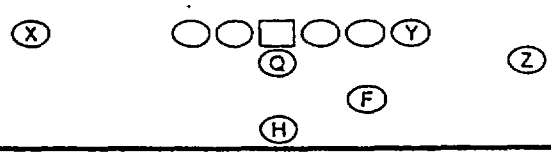
SPREAD

JACK RT SPREAD



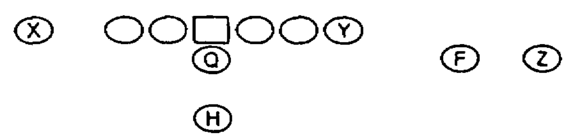
CLOSE

JACK RT CLOSE



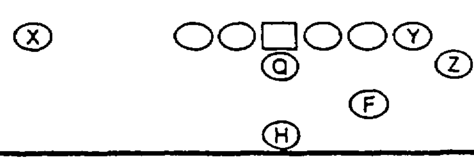
NASTY

TWINS RT NASTY



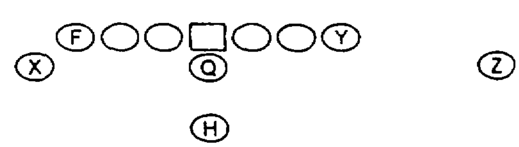
WING

JACK RT WING



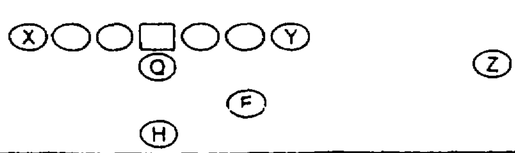
EDGE

DEUCE RT EDGE



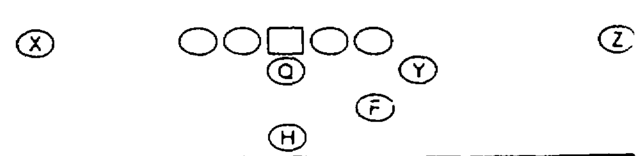
TIGHT

JACK RT TIGHT



OFF

JACK RT OFF

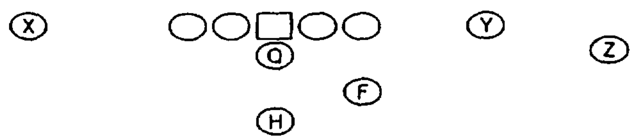


ALIGNMENT TERMS

*THEY APPLY TO ANY FORMATION CALLED!

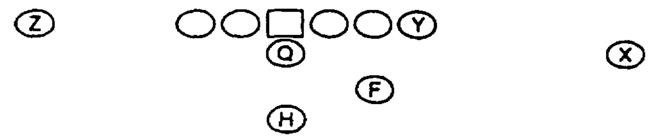
OPEN

JACK RT OPEN



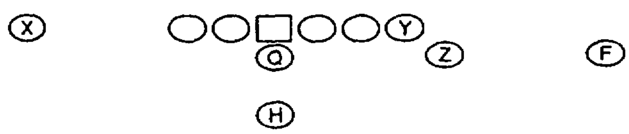
TRADE

TRADE JACK RT
*In Trade, X & Z exchange alignments!



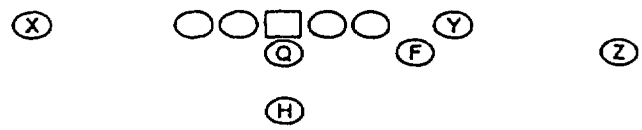
FUZZ

TRIPS RT FUZZ
*In Fuzz, F & Z exchange alignments!



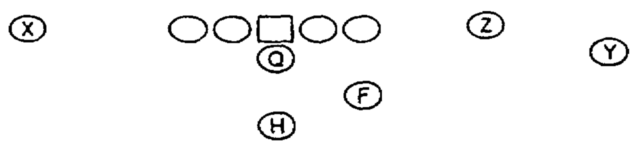
FAY

TRIPS RT FAY
*In Fay, F & Y exchange alignments!



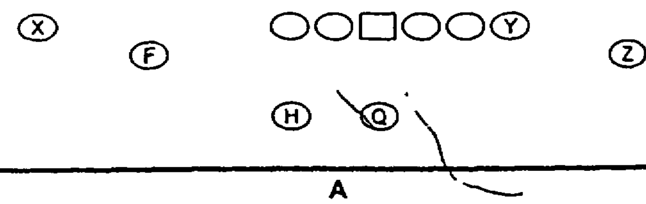
YAZ

JACK RT YAZ
*In Yaz, Y & Z exchange alignments!



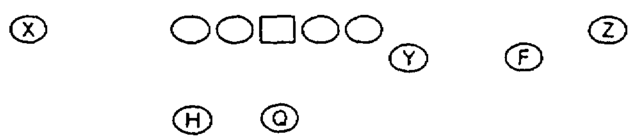
GUN

DOUBLE RT GUN



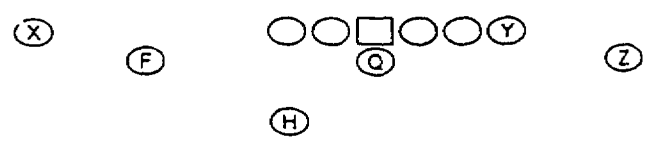
GUN RT

*Gun understood = Twins Off!



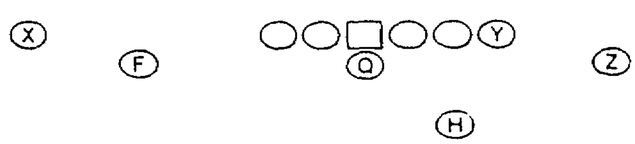
A

A DOUBLE RT



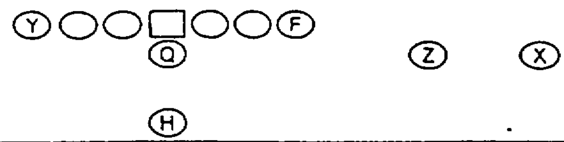
T

T DOUBLE RT

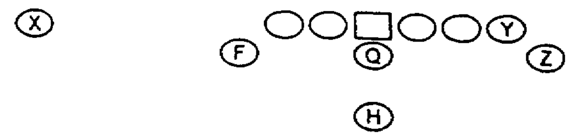


ONE BACK FORMATIONS
D VARIATIONS

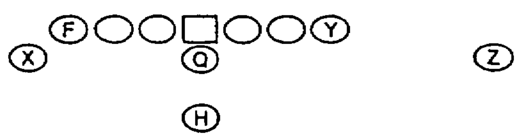
DEUCE LT SLOT



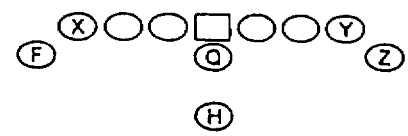
DEUCE RT WING



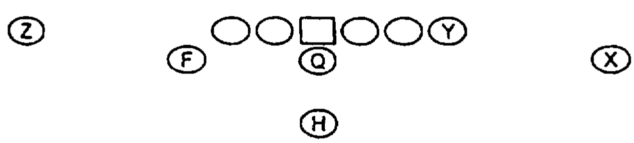
DEUCE RT EDGE



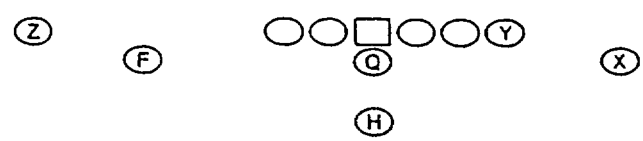
DEUCE RT TITE WING



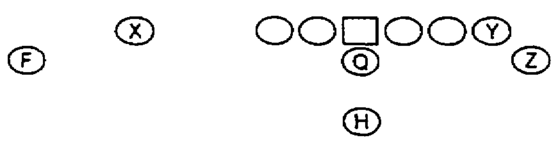
TRADE DEUCE RT



TRADE DOUBLE RT

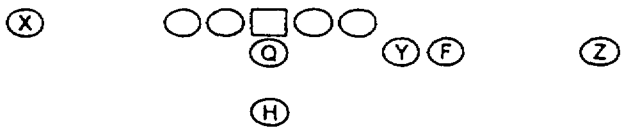


DUAL RT WING

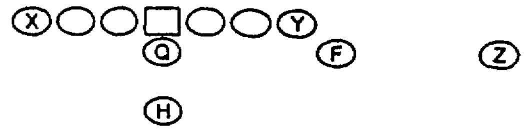


ONE BACK FORMATIONS
T VARIATIONS

TRIPS RT OFF



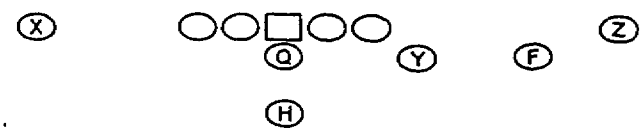
TRIPS RT TITE



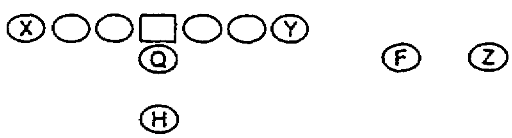
TRIPS RT FAY



TWINS RT OFF



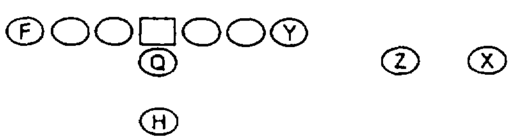
TWINS RT TITE



TREY TITE

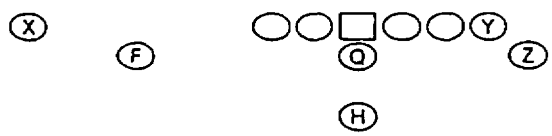


TIGER RT TITE



ONE BACK FORMATIONS
F VARIATIONS

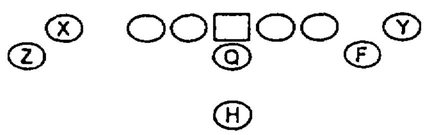
FLANK RT FUZZ



FLANK RT FAY

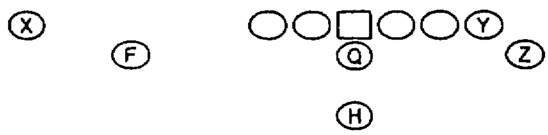


FLOAT RT FAY

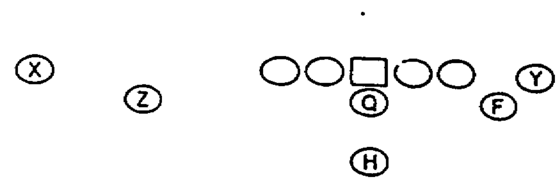


ONE BACK FORMATIONS
F VARIATIONS

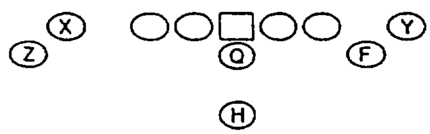
FLANK RT FUZZ



FLANK RT FAY

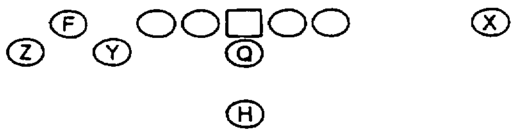


FLOAT RT FAY

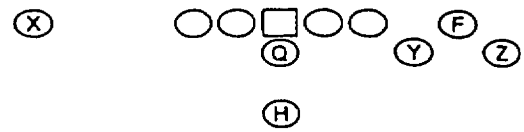


OTHER FORMATIONS

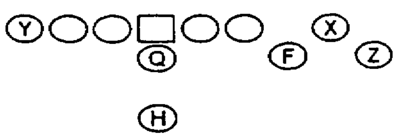
BUNCH LT



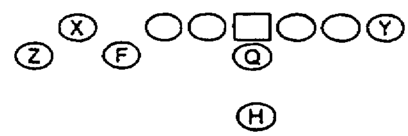
BUNCH RT



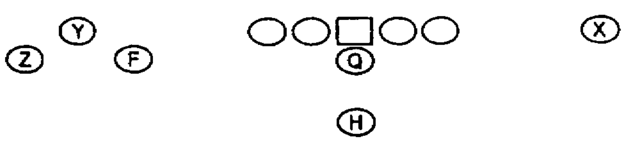
CLUSTER LT



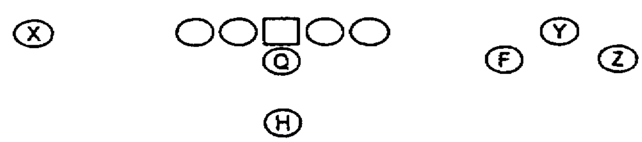
CLUSTER RT



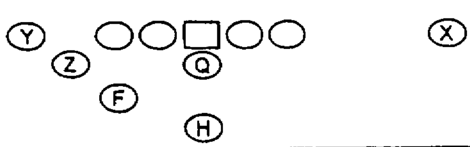
ROCKET LT



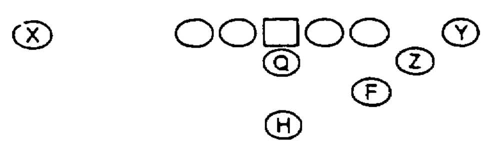
ROCKET RT



RAM LT

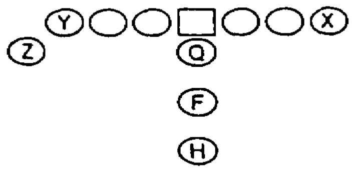


RAM RT

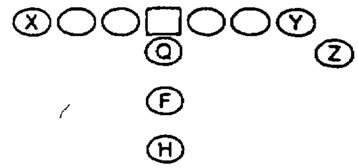


JUMBO FORMATIONS

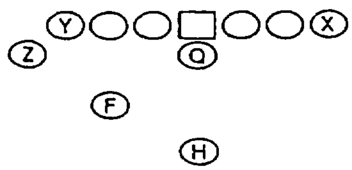
I LT



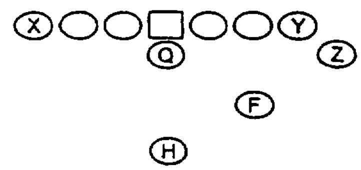
I RT



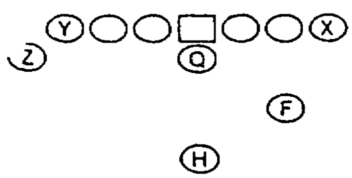
JACK LT



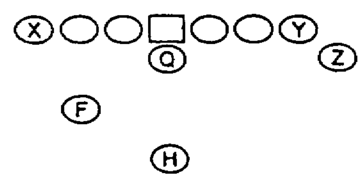
JACK RT



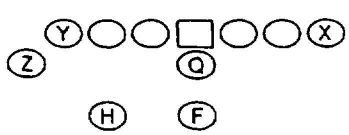
QUEEN LT



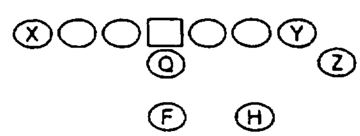
QUEEN RT



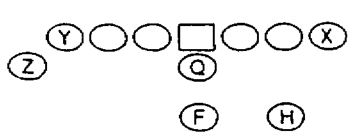
NEAR LT



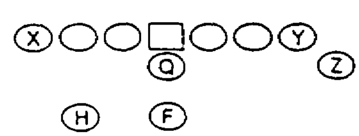
NEAR RT



FAR LT



FAR RT



MOVEMENT

Movement is very important to our total offensive system. There are several reasons for movement in our offense; among the most prominent reasons are:

1. To create a personnel advantage by creating coverage mismatches on our receivers or backs.
2. To create a personnel advantage by effecting changes in run support and force responsibilities.
3. To create secondary movement in an effort to better enable our quarterbacks to recognize coverages.
4. To get our personnel in better position to execute their given assignment.
5. To create problems for the defense in man under coverages when attempting to hold or bump receivers at the line of scrimmage.
6. To create an opportunity for indecision, confusion, and/or misalignment by the secondary.
7. To cause movement on the part of the defense in an effort to realign their personnel with the coverage calls and changes, and not allow them to set themselves and react to familiar offensive patterns. Make the defense play "on the move."
8. To force opponents to spend practice time and effort on adjusting to movement patterns rather than improving defensive skills and schemes.
9. To create a visual complexity to the defense, yet be able to run the same basic plays from a variety of looks.

DEFINITIONS OF TYPES OF MOTIONS

PLAYERS	CALL	DESCRIPTIONS
Z MOTIONS	"Zoom"	Tells the Z to line up opposite and motion back across the formation into the formation called.
	"Z Orbit"	Tells the Z to align in the formation called and motion to the outside hip of the end man on the LOS then reverse his motion toward the direction from which he came, turning toward the defense. He does not cross the formation.
	"Zap"	Tells the Z to line up opposite and motion across the formation to the X or open side to a hold off position.
	"Zorro"	Reverse motion to the open side hold off position.
	"Zing"	Tells the Z to line up opposite and motion across the formation called, to a hold off position next to Y.
	"Zeke"	Tells the Z to align in the formation called and motion out of it while crossing the formation. The resulting formations could be unusual.
	"Zip"	Tells the Z to align in the formation called and motion to the hip of the end man on the LOS. Z does not cross the formation.
X MOTIONS	"Ox"	Tells the X to align opposite the formation called and motion across the formation to the call.
F must always align on the ball on X motions	"X Orbit"	Tells X to align to the side of the call and motion into the formation to the hip of the end man on the LOS, then reverse back out to his original starting point, turning towards the defense. He does not cross the formation.
	"Exit"	Tells X to motion out of the formation called while crossing it

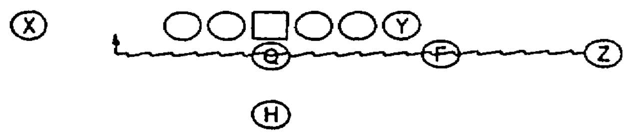
PLAYERS	CALL	DESCRIPTIONS
Y MOTIONS	"Fly"	Y on "Ready" shift! Motion across the formation into the formation called.
Z must be on the LOS of all Y motions!	"Fling"	Y motions into the formation called just outside of the widest receiver who is in a two yard split.
	"Y Buzz"	Y aligns off the ball to the formation called and motions outside the widest receiver.
	"Yip"	Y aligns off the ball to the side of the call outside the widest receiver and motions towards the formation and his normal alignment.
	"Jump"	Y aligns off the ball in his normal alignment and short motions inside to the near A or B gap.
F MOTIONS	"Jam"	F movement away from Y. When he is aligned in the backfield, he motions out of the formation called. His ending point is determined by the play. When F is aligned on the edge, he initiates and ends his movement on the edge. The same reasoning is also true when detached. In both edge and detached movements, he ends up in the formation called.
	"Jet"	Same as "Jam" only F will extend his movement outside the widest receiver from the formation called.
	"Motion"	F movement toward Y. When he is aligned in the backfield, he motions out of the formation called. His ending point is determined by the play. When F is aligned on the edge, he initiates and ends his movement on the edge. The same reasoning is also true when detached. In both edge and detached movements, he ends up in the formation called.

PLAYERS	CALL	DESCRIPTIONS
F MOTIONS con't	"Buzz"	Same as "Motion" only F will extend his movement outside the widest receiver from the formation called.
	"Orbit" (F is understood)	F will align in the formation called and motion across the formation to the off guard then reverses back to his original starting point while facing the defense.
	"Bang"	F aligns in the formation called and motions inside to the near A or B gap.
	"Flip"	F aligns outside the widest receiver in the formation called and motions toward the outside hip of the end man on the LOS nearest him. F does not cross the formation.
H MOTIONS	"H Jet"	H aligns in formation called and motions out past X.
	"H Buzz"	H aligns in formation called and motions out past Z.

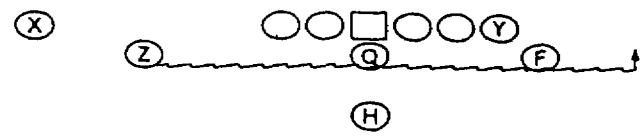
Z MOTIONS

ZOOM
Z crosses into formation called.

FLANK RT ZOOM

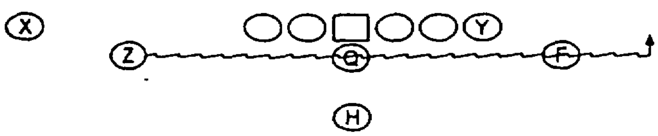


TRIPS RT ZOOM

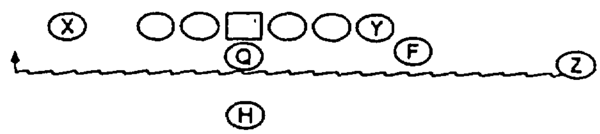


TREY RT ZOOM

WRONG
Z GOES IN THE SLOT

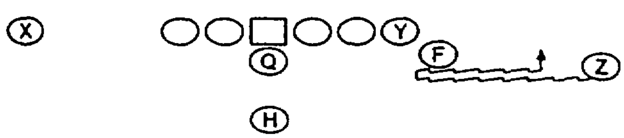


FLOAT RT ZOOM

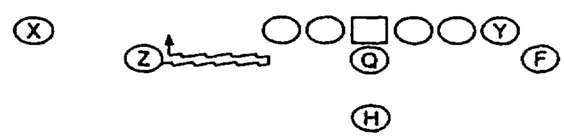


Z ORBIT
Motion down to the end man on the LOS then reverse back out.

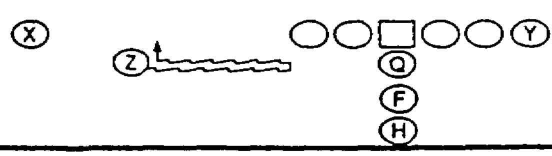
TRIPS RT Z ORBIT



FLANK RT Z ORBIT

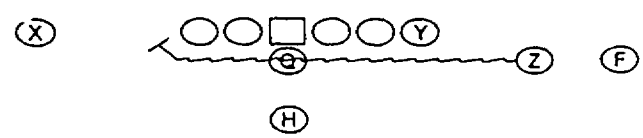


I RT SLOT Z ORBIT

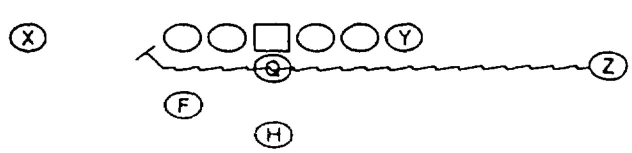


ZAP
Cross formation to the open side hold off position.

FLEX RT ZAP

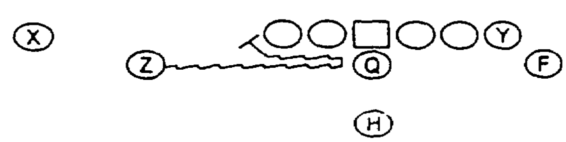


QUEEN RT SLOT ZAP



ZORRO
Reverse motion to the openside hold off position.

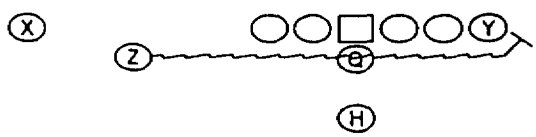
FLANK RT ZORRO



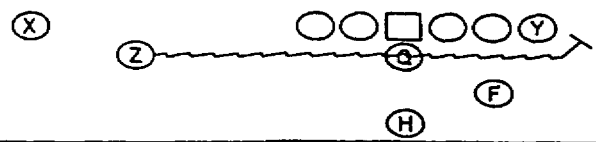
Z MOTIONS

ZING
Cross formation to the Y side hold off position.

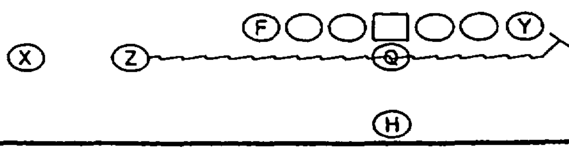
TREY RT ZING



JACK RT SLOT ZING

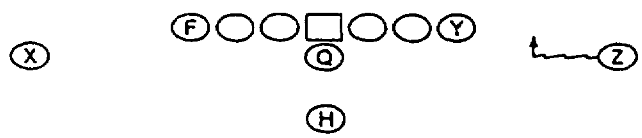


DEUCE RT ZING

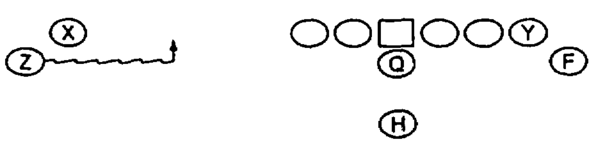


ZIP
Motion down to a nasty position.

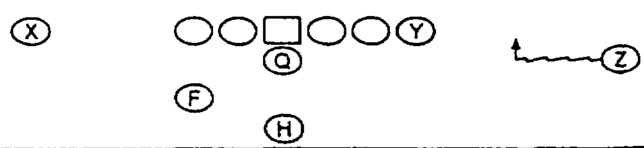
DEUCE RT ZIP



FLANK RT ZIP

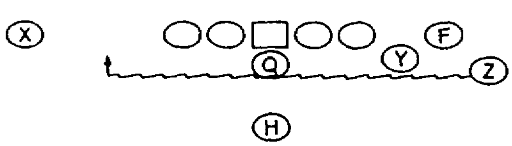


QUEEN RT ZIP

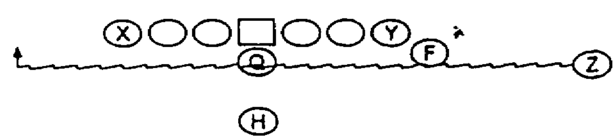


ZEKE
Motion out of the formation called while crossing the formation.

BUNCH RT ZEKE



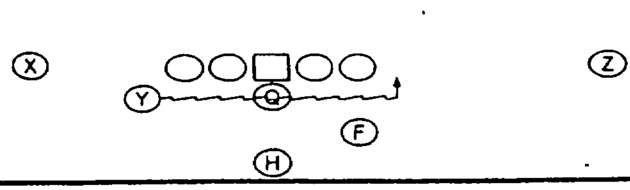
TRIPS RT TITE ZEKE



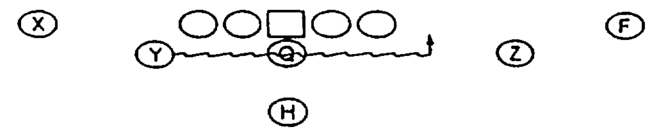
Y MOTIONS

FLY
Y crosses into the formation called.

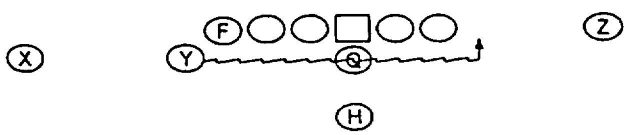
JACK RT FLY



TREY RT FLY

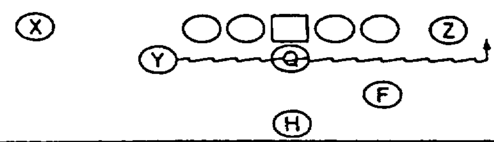


DEUCE RT FLY



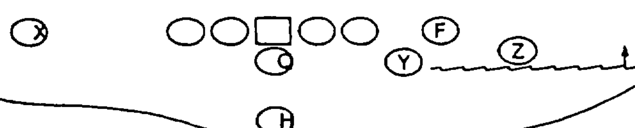
FLING
Y crosses into the formation called past the widest receiver.

JACK RT FLING



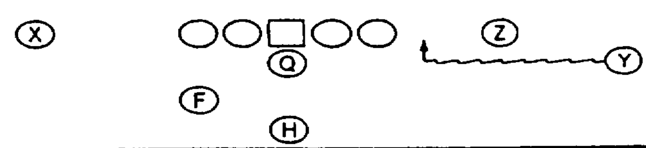
Y BUZZ
Y widens out of the formation called.

TRIPS RT Y BUZZ

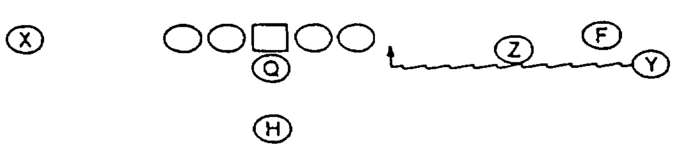


YIP
Y from outside of the widest receiver motions inwards to his normal alignment.

QUEEN RT YIP

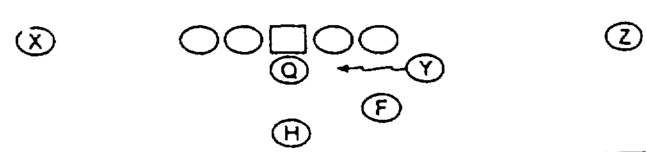


TWINS RT YIP



JUMP
Short inside motion to near A or B gap.

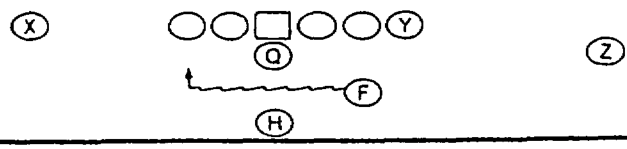
JACK RT JUMP



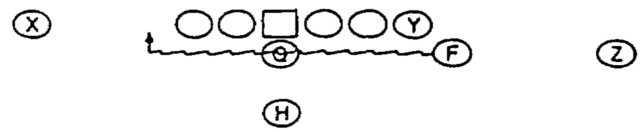
F MOTIONS

JAM
F motions away from Y

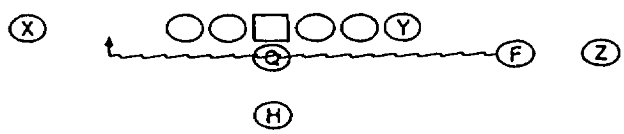
JACK RT JAM
*If the F is in the backfield, his movement will iniate out of the formation called and end according to assignment!



DEUCE RT JAM
*If the F is on the edge, his movement will iniate out of Trips and end up in the formation called!

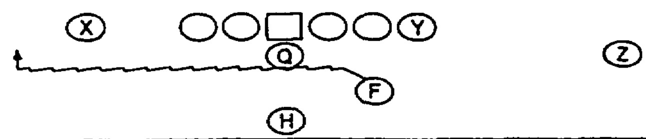


DOUBLE RT JAM
*If the F is detached, his movement will iniate out of Twins and end up in the formation called.

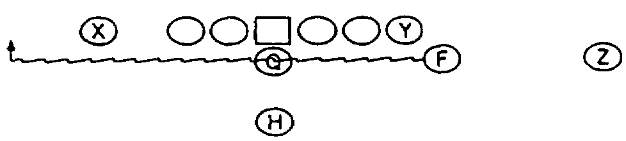


JET
Jam outside of the widest receiver from the formation called.

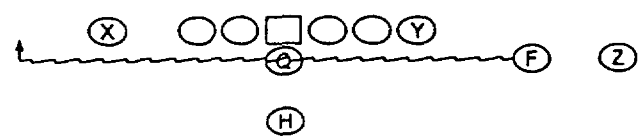
JACK RT JET



TRIP RT JET

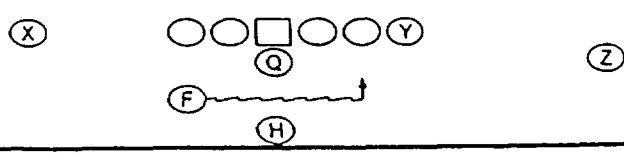


TWINS RT JET

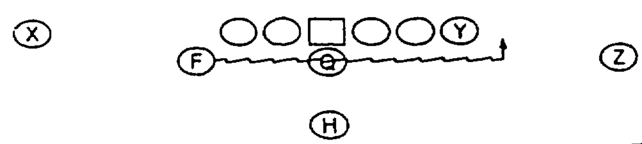


MOTION
F motions toward Y.

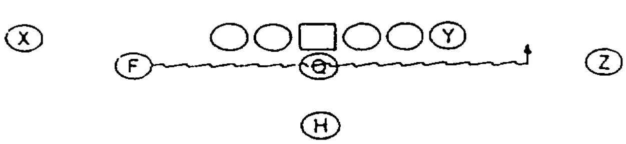
QUEEN RT MOTION
*If the F is in the backfield, his movement will iniate out of the formation called and end according to assignment!



TRIPS RT MOTION
*If the F is on the edge, his movement will iniate out of Deuce and end up in the formation called!

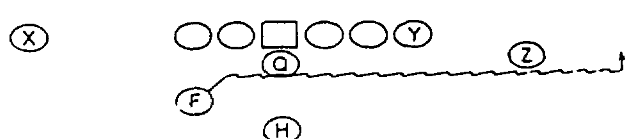


TWINS RT MOTION
*If the F is detached, his movement will iniate out of Double and end up in the formation called.



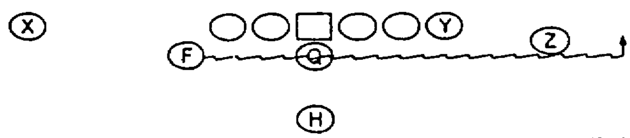
BUZZ
Motion outside of the widest receiver from the formation called

QUEEN RT BUZZ

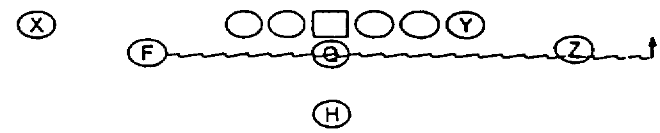


F MOTIONS

DEUCE RT BUZZ

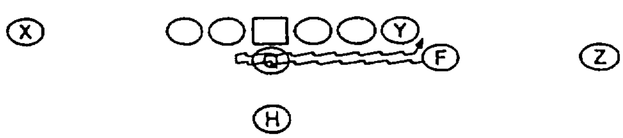


DOUBLE RT BUZZ

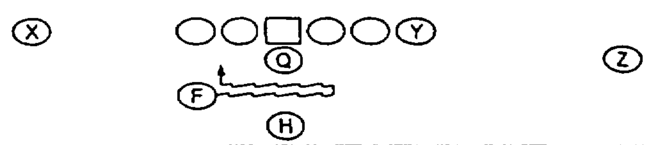


ORBIT
Motion to the off guard then reverse back to your original alignment.

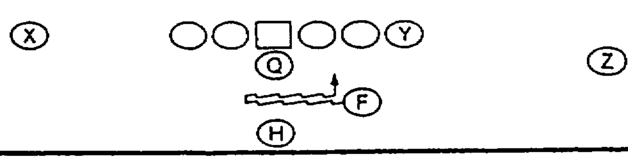
TRIPS RT ORBIT



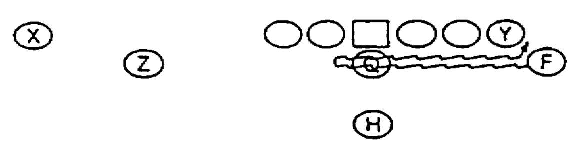
QUEEN RT ORBIT



JACK RT ORBIT

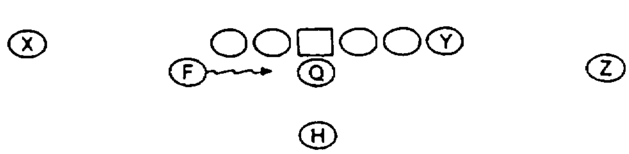


FLANK RT ORBIT

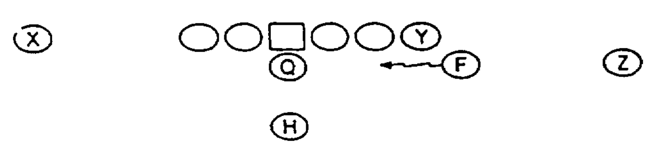


BANG
Short inside movement to near A or B gap.

DEUCE RT BANG

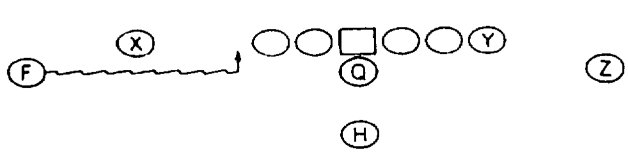


TRIPS RT BANG

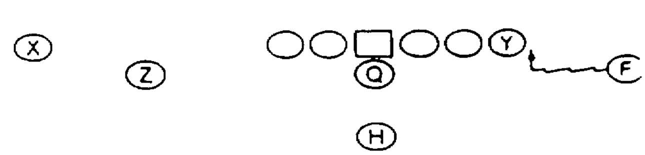


FLIP
Align outside of the widest receiver and motion to the hip of the nearest end man on the LOS

DUAL RT FLIP



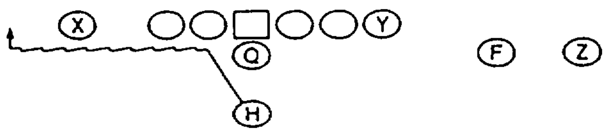
FLEX RT FLIP



H MOTIONS

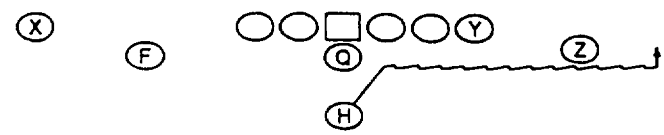
H JET
Movement out of the formation called outside of X.

TWINS RT H JET



H BUZZ
Movement out of the formation called outside of Z.

DOUBLE RT H BUZZ



SHIFTS

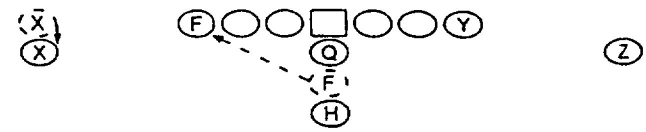
"FIT"

"FIT" is a term used to shift the F from the I into the formation called.

Example. "Fit" Deuce Rt

At the LOS the QB says "Ready". At that point, F shifts to the Deuce and X steps off

"FIT" DEUCE RT



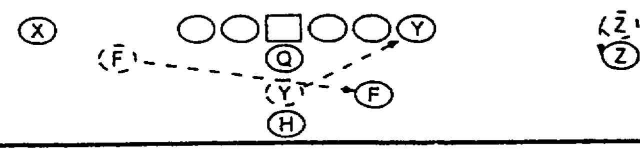
"STEM"

"STEM" is a term used to shift the Y and the F to a Two Back set Y starts in the I position and shifts to the call. F starts in the Double position opposite the call.

Example: "Stem" Jack Rt

At the LOS the QB says "Ready" At that point, F & Y shifts to the Jack and Z steps off.

"STEM" JACK RT



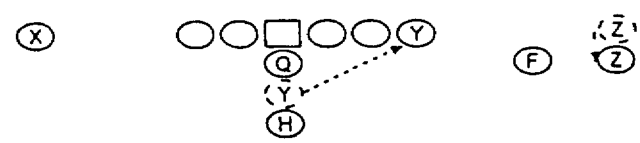
"STEM"

"STEM" is also a term used just to shift Y in a One Back set. Y starts in the I (unless determined otherwise that week) and shifts into the call. F does not shift.

Example. "Stem" Twins Rt

At the LOS the QB says "Ready". At that point, Y shifts to the Twins and Z steps off

"STEM" TWINS RT



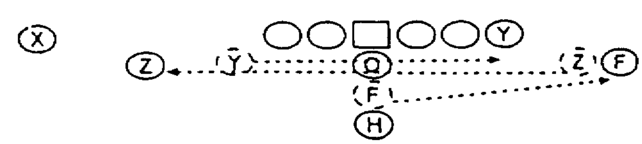
"SHIFT"

"SHIFT" is a term used to shift Y, F, & Z into the formation called.

Example "Stem" Twins Rt

At the LOS the QB says "Ready". At that point Y, F, & Z shifts to the Twins and X steps off

"SHIFT" FLEX RT



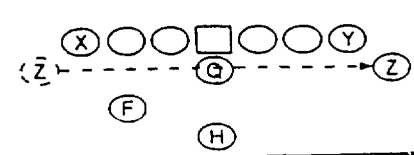
"MOVE"

"MOVE" isa term used to shift Z

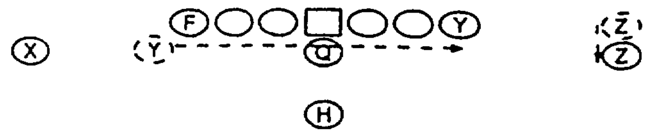
Example "Move" Queen RT Tite Wing

At the LOS the QB says "Ready" At that point Z shifts across to Wing

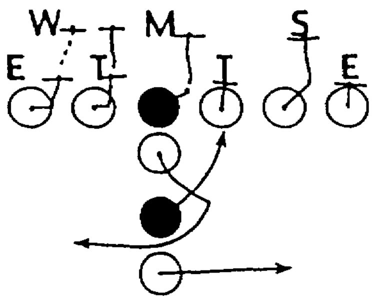
"MOVE" QUEEN RT



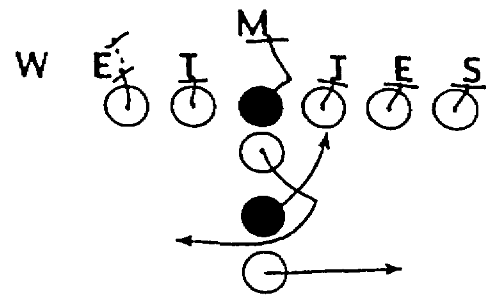
SHIFTS

"LEAP"	"LEAP" DEUCE RT
"FIT" is a term used to shift the Y into the formation called It"s equivalent in motion is Fly. Example "Leap" Deuce Rt At the LOS the QB says "Ready" At that point, F shifts to the Deuce and Z steps off.	

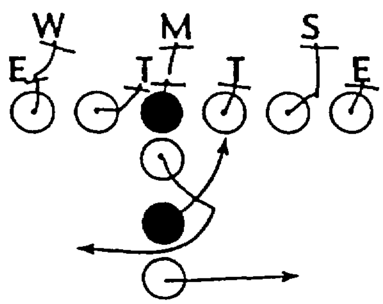
"F" 20/30 BELLY



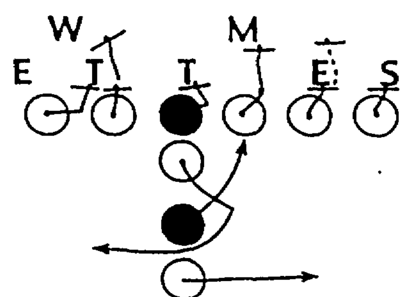
4-3 Stack



4-3



4-3 Over Stack



4-3 Under W

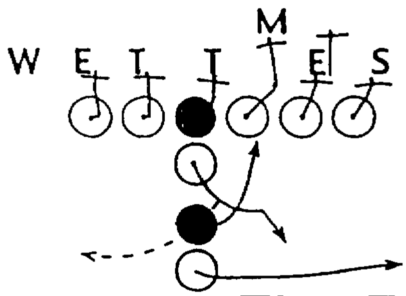
DESCRIPTION:

QUICK HITTING STRONGSIDE ZONE RUN.
LENDS TO HARD COUNT.

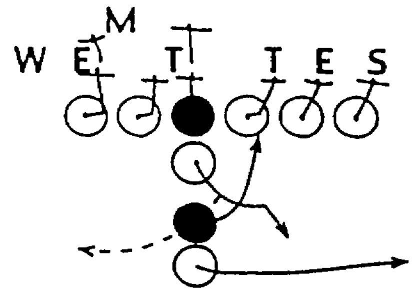
QB	REVERSE PIVOT - GIVE TO FB AS DEEP AS POSSIBLE FINISH ON NAKED WEAK.
F	OPEN - DOWN HILL CROSSOVER READ 1ST DOWN LINEMAN FROM CENTER OVER.
H	RUN PITCH COURSE.

BACKSIDE		FRONTSIDE
BLOCK #1. ALERT SWAP, SLIP, SWOOP, CUTOFF.	C	BLOCK "O" TO MIKE. ALERT SWAP, RAY, LENNY, SWOOP, BACKSIDE CALLS.
BLOCK #2 ALERT SLIP, COMBO, SIFT, SWOOP, AND CUTOFF	G	BLOCK #1. ALERT READ, RAY, LENNY, DEUCE CALL
	T	BLOCK #2. ALERT READ, DEUCE, OUT CALLS
	Y	DRIVE BLOCK MAN OVER - READ ZONE IF TACKL UNCOVERED ALERT FOR DEUCE CALL
	Z	MDM.
CONVOY	X	

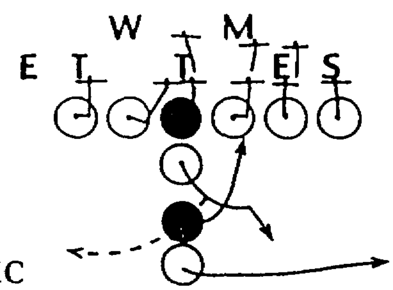
"F" 20/30 BELLY



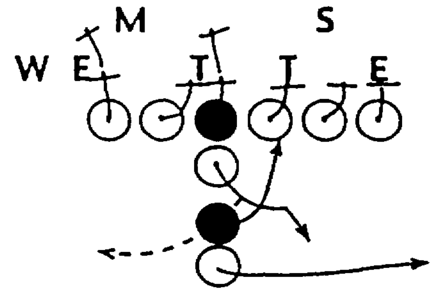
43 Under



43 Over

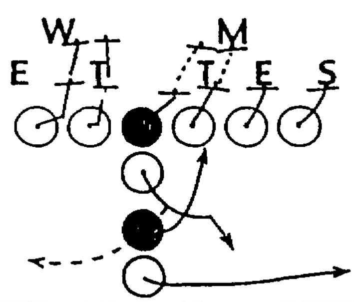


43 Under KC

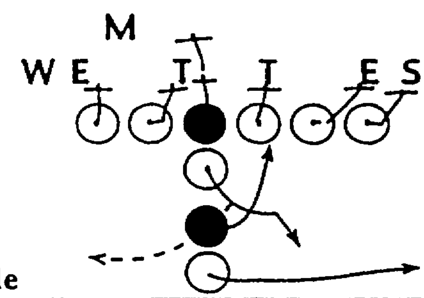


43 Over S

Note: Possible Deuce

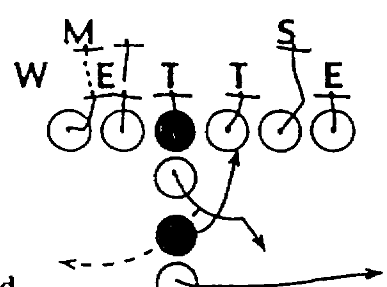


43 Boss



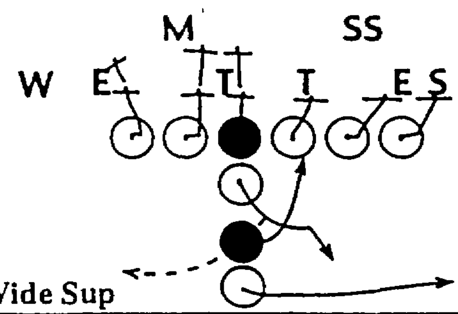
43 Over Wide

Note: Possible "Sup" Cal



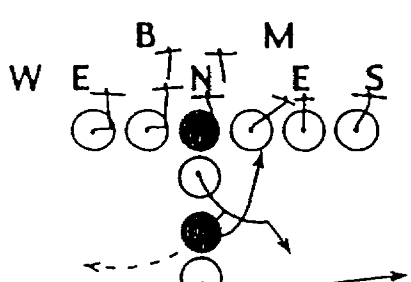
43 Over Solid

Note: Possible Deuce

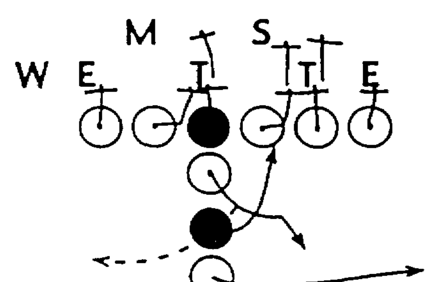


43 Over Wide Sup

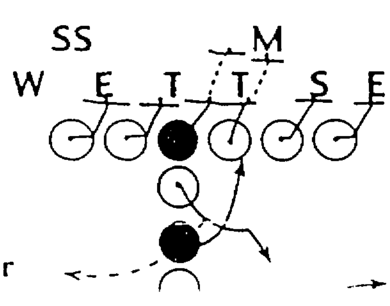
Note: Possible "Sup" Ca



3-4

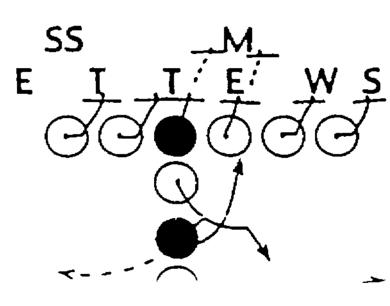


43 Over KC



43 Over Bear

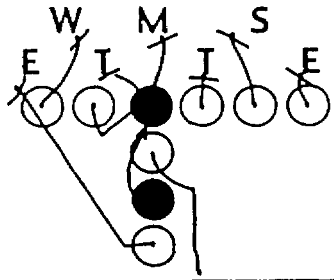
Note "Swoop" Call



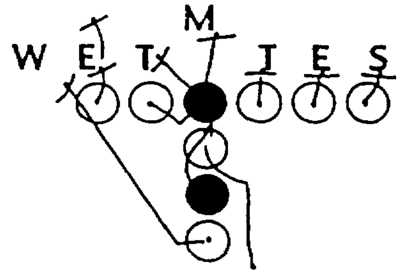
43 Under Bear

Note: "Swoop" Call

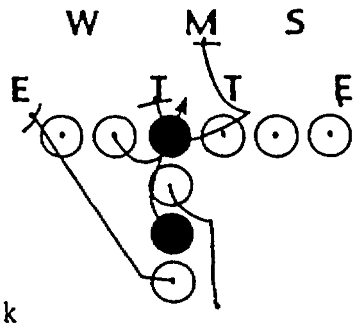
20/30 FB (HB) TRAP



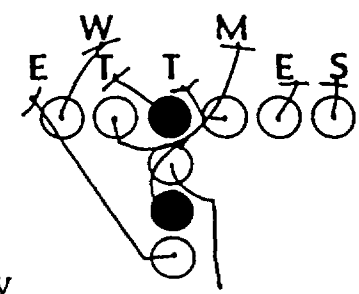
4-3 Stack



4-3



4-3 Over Stack



4-3 Under W

DESCRIPTION.

INSIDE TRAP STRONG TO FB (OR HB) TRAP BLOCKING SCHEME.

QB	DROP STEP AND OPEN AWAY FROM HOLE. GET THE BALL DEEP TO BALL CARRIER.
F	KEY TRAPPING GUARD'S BLOCK.
H	BLOCK BACKSIDE.

BACKSIDE

PULL - TRAP 1ST DL PAST CENTER. ALERT VS EVEN FRONT - CHOKE IT - BLOCK MIKE LBER.

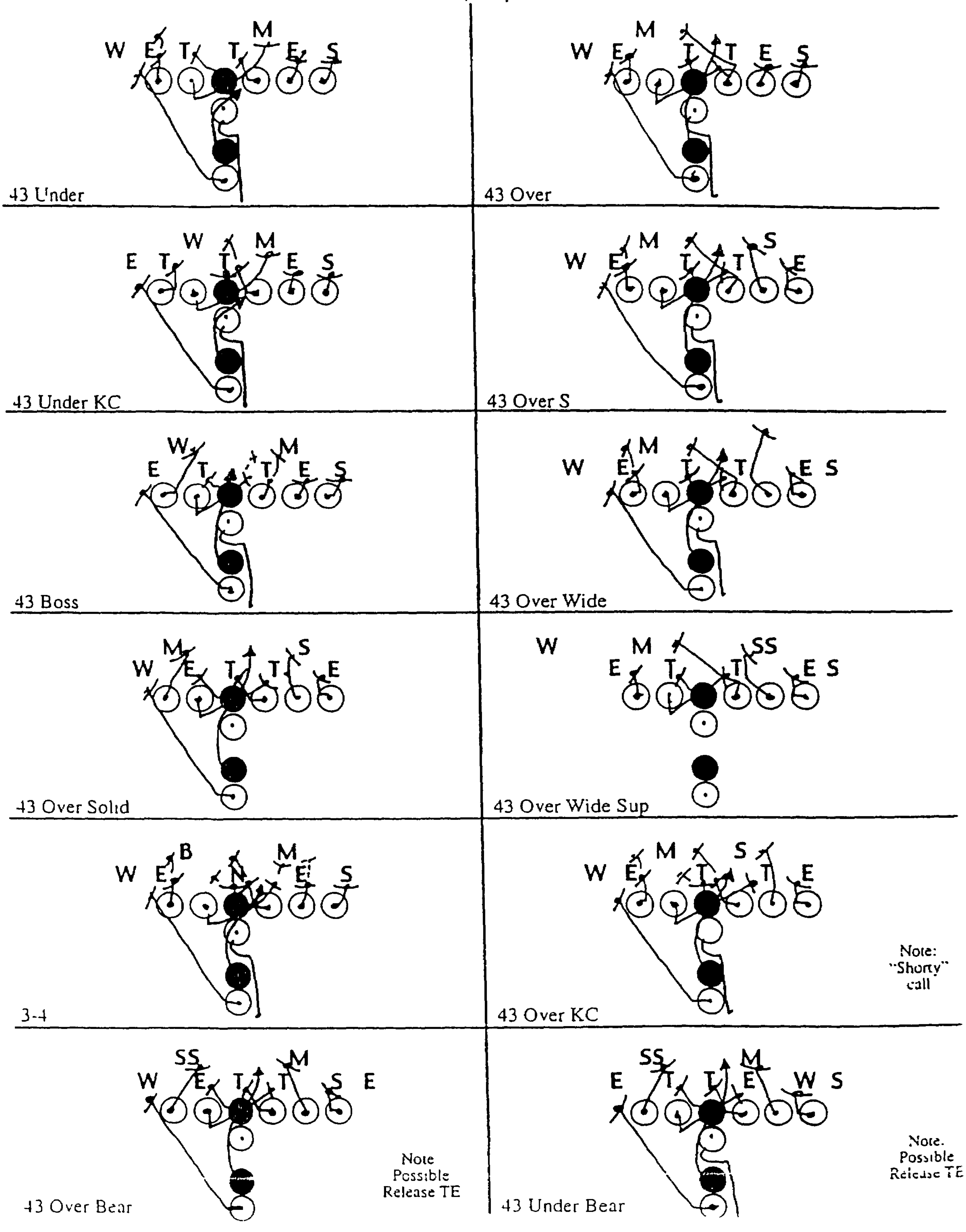
BLOCK #2. ALERT SIFT.

CONVOY

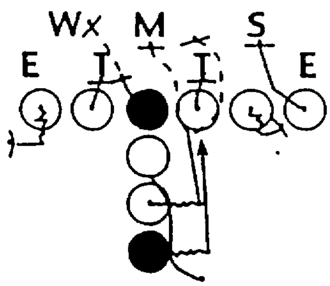
FRONTSIDE

C	BLOCK #0 TO #1 AWAY. ALERT ACE & OFF CALLS.
G	COVERED. BLOCK #1. INFLUENCE BLOCK. COVER AND CENTER COVERED. QUICK HEAP FAKE ON DT THEN UPFIELD FOR MIKE LBER. UNCOVERED. ACE AND CUT OFF CALLS
T	COVERED AND OSG COVERED. CUT OFF BLOCK. COVERED AND OSG UNCOVERED. INFLUENCE BLOCK MAN OVER. POSSIBLE SHORTY CALL UNCOVERED. CUT OFF BLOCK ON LBER.
Y	BLOCK #3.
Z	MDM.
X	

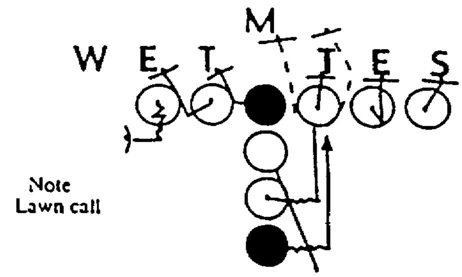
20/30 FB (HB) TRAP



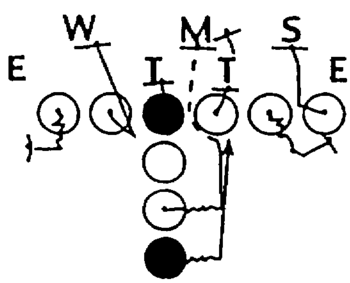
20/30 ISO



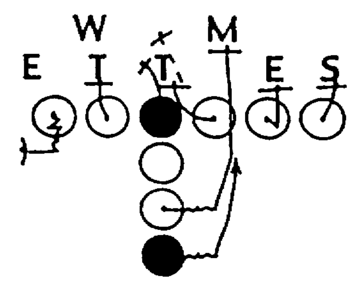
4-3 Stack



4-3



4-3 Over Stack



4-3 Under W

DESCRIPTION:

QB	SHOW PASS AND GET THE BALL DEEP TO HB
F	SLIDE - BLOCK MIKE LBER - SQUARE CONTACT. DON'T CUT MIKE LBER IN HOLE.
H	SLIDE JPLAYSIDE. READ ON GUARD. IF ON GUARD UNCOVERED, READ TACKLE. ALERT TO FB'S BLOCK.

BACKSIDE

BLOCK #1 AGGRESSIVELY IF COVERED. IF UNCOVERED "FAN" BLOCK DE/WILL LBER ALERT LAWN/RAKE CALLS

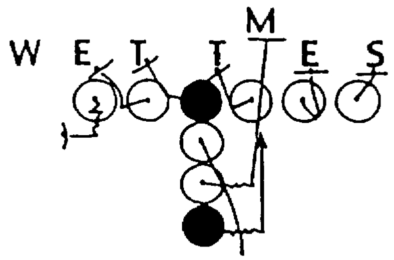
PASS SET AND BLOCK #2. IF BSG IS UNCOVERED "FAN" BLOCK DE/WILL LBER. ALERT LAWN/RAKE CALLS VS BEAR DEFENSE. G P - BLOCK WILL/SS

CONVOY

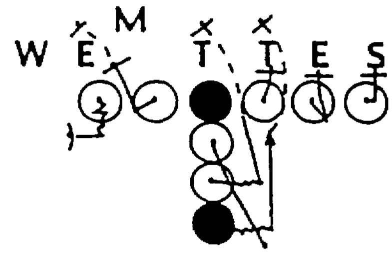
FRONTSIDE

C	BLOCK "O" TO #1 AWAY. ALERT TO COME OFF FOR WILL LBER. ALERT ACE BLOCK
G	BLOCK #1 IF COVERED. IF UNCOVERED, BLOCK DOWN ON #0 WITH ACE CALL TO BACKSIDE LBER
T	AGGRESSIVE PASS SET & BLOCK #2 IF COVERED IF UNCOVERED, READ ZONE OR SWAP BLOCK WI TE VS BEAR LOOKS, BLOCK OUT W/TE.
Y	BLOCK #3 IF TACKLE UNCOVERED WORK READ ZONE OR SWAP BLOCK VS BEAR LOOKS, BLOCK OUT
Z	MDM
X	

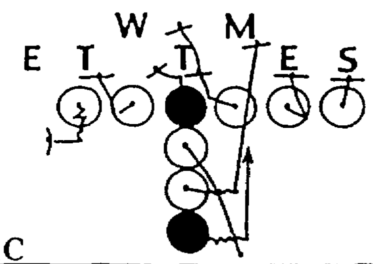
20/30 ISO



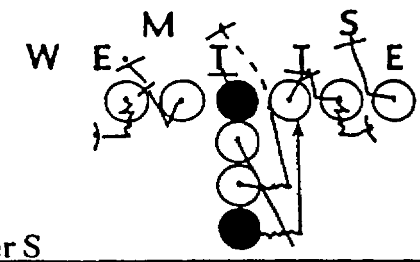
43 Under



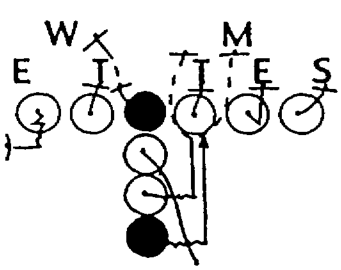
43 Over



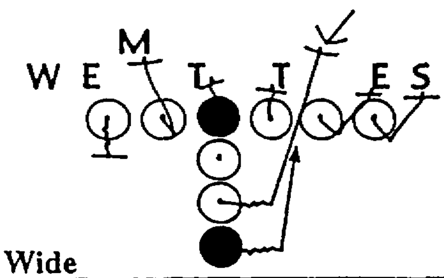
43 Under KC



43 Over S

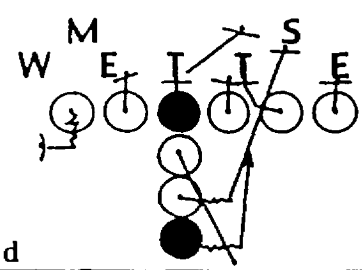


43 Boss

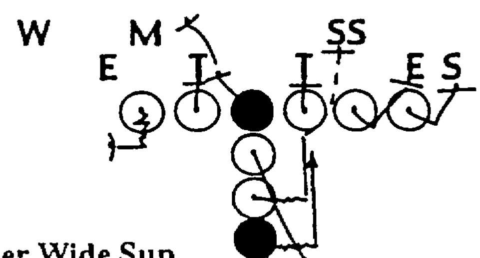


43 Over Wide

Note:
"Book"
Will LBer
(44 Call)

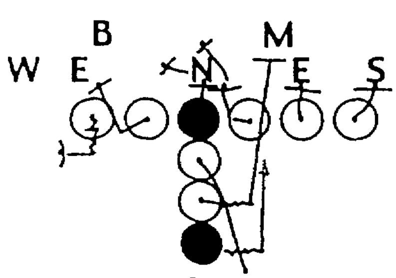


43 Over Solid

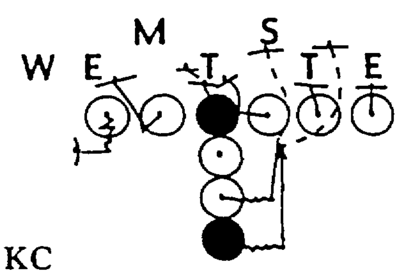


43 Over Wide Sup

Note:
"Book"
Will LBer
(44 Call)

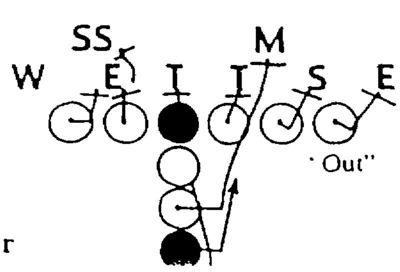


3-4



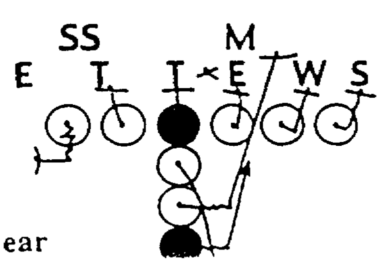
43 Over KC

Note
BST - G P
Block Will/SS

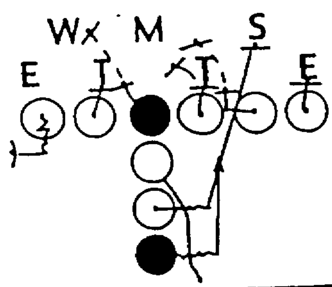


43 Over Bear

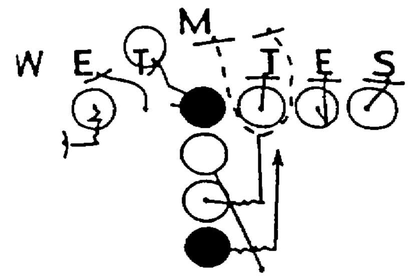
Note.
BST - G.P
Block Will/SS

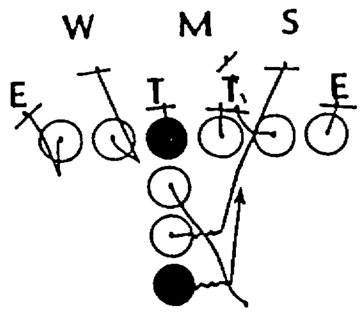


43 Under Bear

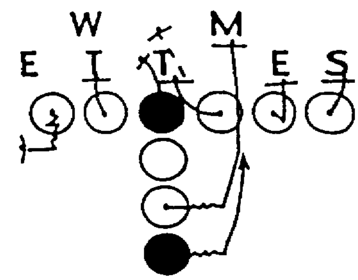


4-3 Stack





4-3 Over Stack



N

DESCRIPTION:

W PASS AND GET THE BALL DEEP TO HB.

)E STRONG. BLOCK 1ST BUBBLE BACKER
'SIDE IN.

)E PLAYSIDE. READ FB BLOCK ON LBER

BACKSIDE

PASS SET AND BLOCK #2. IF BSG IS UNCOVERED "FAN" BLOCK DE/WILL LBER. ALERT LAWN/RAKE CALLS. VS BEAR DEFENSE, G P. - BLOCK WILL/SS.

CONVOY

FRONTSIDE

)CK "O" TO #1 AWAY. ALERT TO COME OFF FOR
.L LBER. ALERT ACE BLOCK.

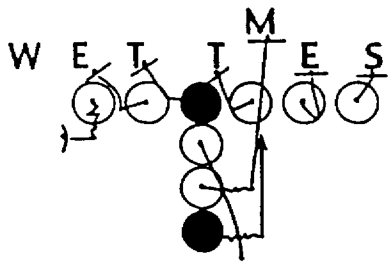
)CK #1 IF COVERED. IF UNCOVERED, BLOCK
WN ON #0 WITH ACE CALL TO BACKSIDE LBER

;GRESSIVE PASS SET & BLOCK #2 IF COVERED.
UNCOVERED, READ ZONE OR SWAP BLOCK WIT
VS BEAR DEFENSE BLOCK OUT WITH TE

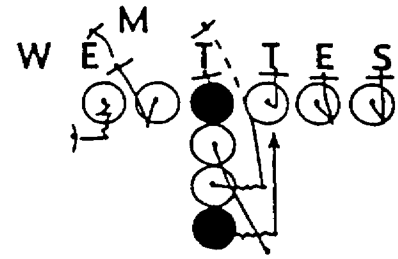
.OCK #3 VS BEARDEFENSE, BLOCK OUT

DM

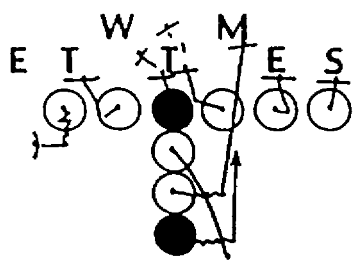
20/30 BUBBLE



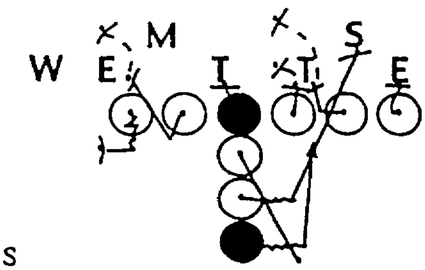
43 Under



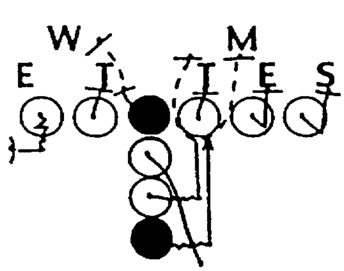
43 Over



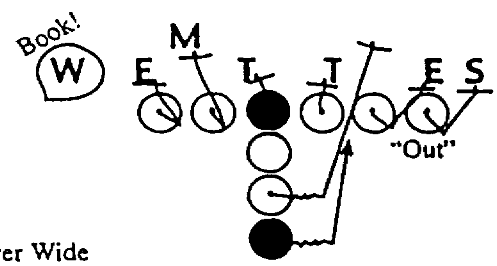
43 Under KC



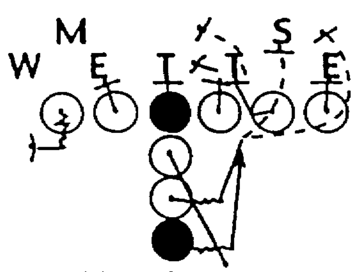
43 Over S



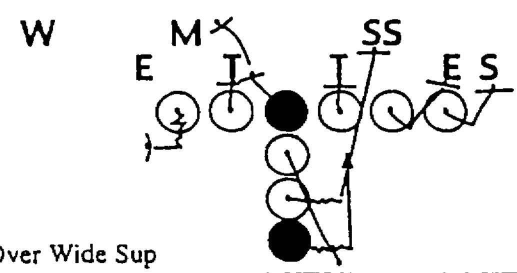
43 Boss



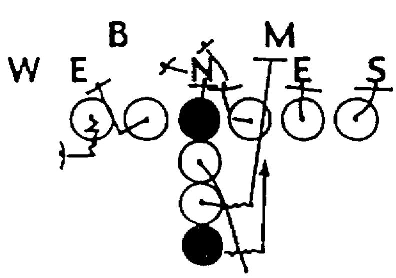
43 Over Wide



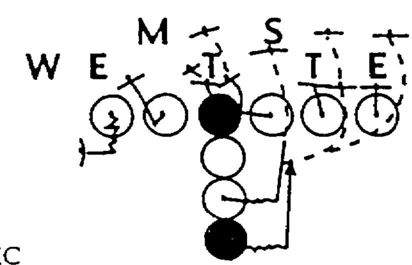
43 Over Solid



43 Over Wide Sup

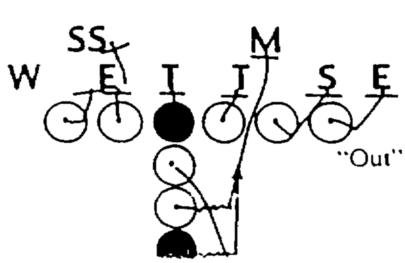


3 4



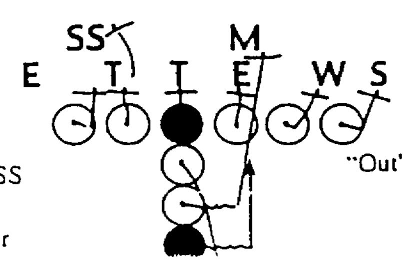
43 Over KC

Note
BST - G P
Block Will/SS



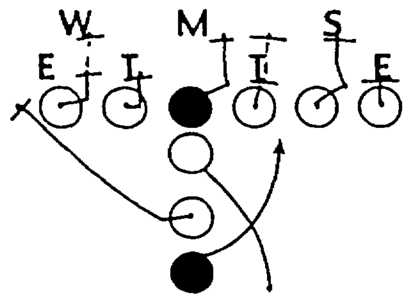
43 Over Bear

Note
BST - G P
Block Will/SS

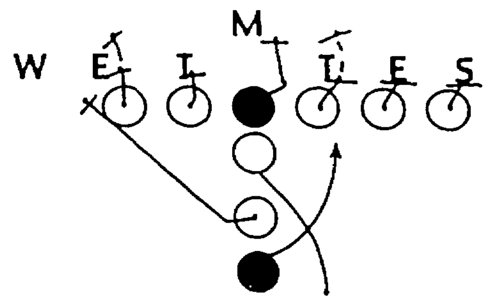


43 Under Bear

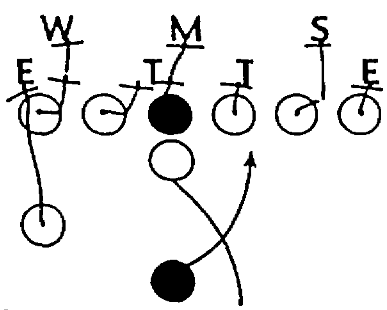
40/50 GUT (20/30 GUT)



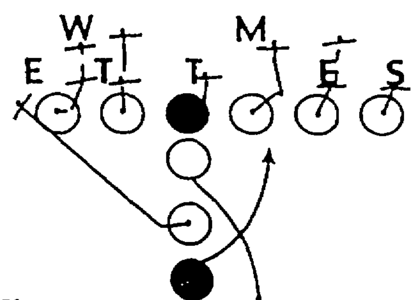
4-3 Stack



4-3



4-3 Over Stack



4-3 Under W

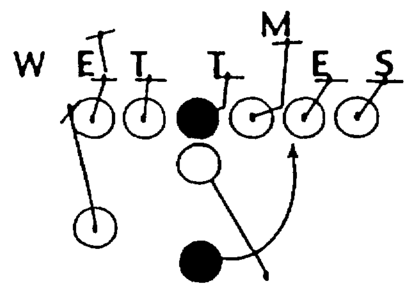
DESCRIPTION:
STRONG SIDE ZONE RUN
8 MAN - ALERT CWM
S.A. - CAN FIND

* 20/30 GUT:
OL & F = BLOCK 40/50 GUT
H - BOB FOOTWORK, THINK CUTBACK.

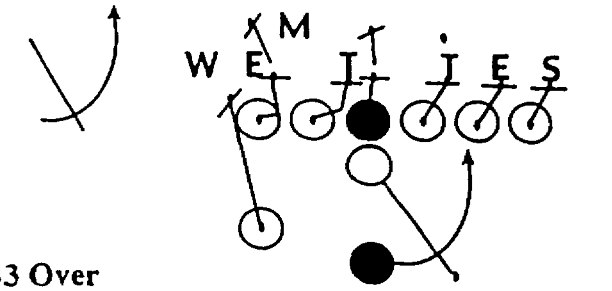
QB	OPEN - SPRINT DRAW COURSE - DEEP EXCHANGE. FINISH ON NAKED.
F	COMBO BLOCK WITH BACKSIDE TACKLE.
H	OPEN - CROSSOVER - ROLL - SPRINT SPOT INSIDE LEG OF TACKLE. KEY FIRST DOWN LINEMAN ONSIDE ALIGNMENT - 7 1/2.

BACKSIDE		FRONTSIDE
	C	BLOCK "O" TO MIKE. ALERT SWAP, RAY, LENNY, SWOOP, BACKSIDE CALLS.
BLOCK #1. ALERT SWAP, SLIP, SWOOP, CUTOFF	G	BLOCK #1. ALERT READ, RAY, LENNY, DEUCE CALI
BLOCK #2 ALERT SLIP, COMBO, SIFT, SWOOP, AND CUTOFF.	T	BLOCK #2 ALERT READ, DEUCE, OUT CALLS
	Y	DRIVE BLOCK MAN OVER - READ ZONE IF TACKL UNCOVERED ALERT FOR DEUCE CALL
	Z	MDM
CONVOY	X	

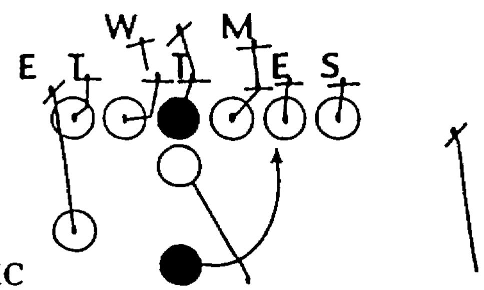
40/50 GUT



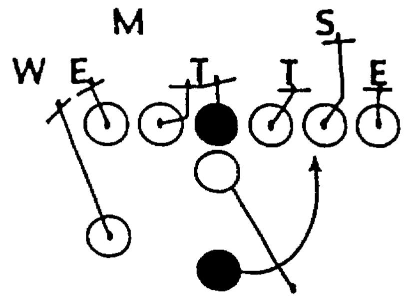
43 Under



43 Over

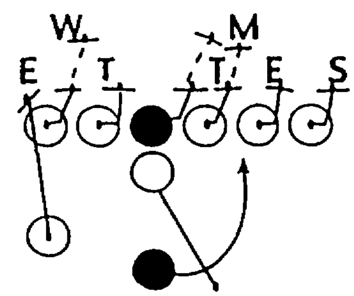


43 Under KC

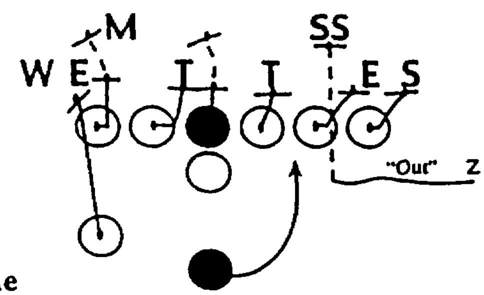


43 Over S

NOTE. Poss
Deuce vs Insi
Stack

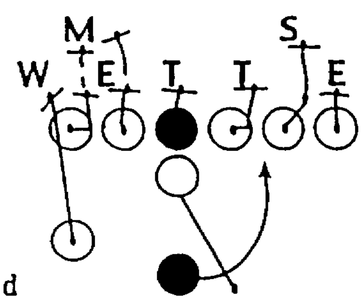


43 Boss



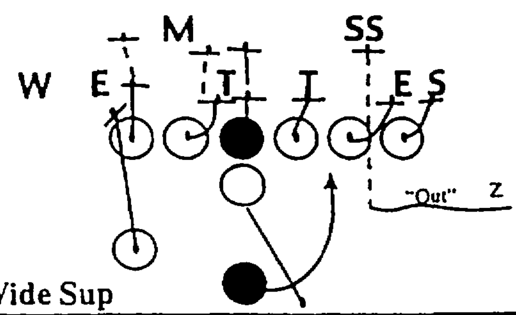
43 Over Wide

NOT
"Can
"Fin

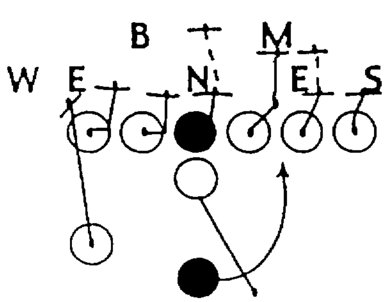


43 Over Solid

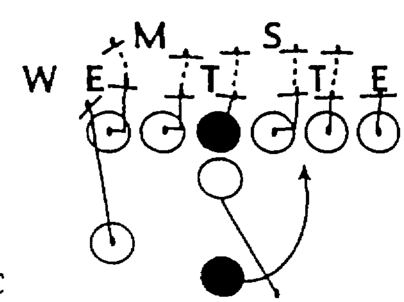
ALERT Poss
Deuce vs Inside
Stack



43 Over Wide Sup

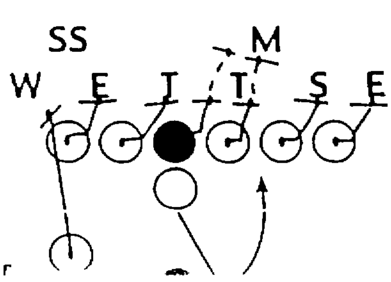


3-4



43 Over KC

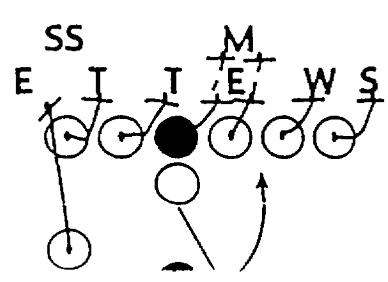
NOTE
Deuce call
inside Sta



NOTE
Swoop call
by Center

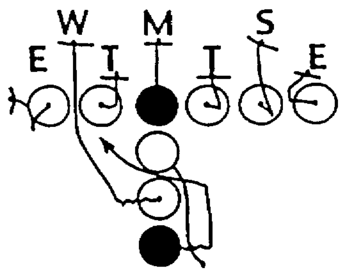
43 Over Bear

NOTE
Out' call
by TE/OT

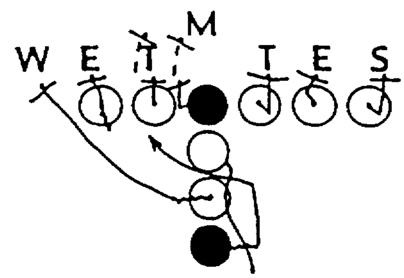


43 Under Bear

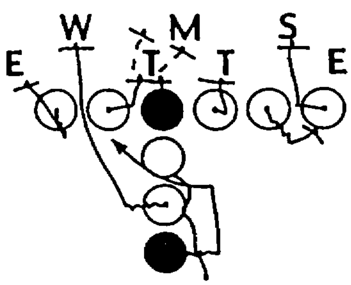
30/20 DRAW



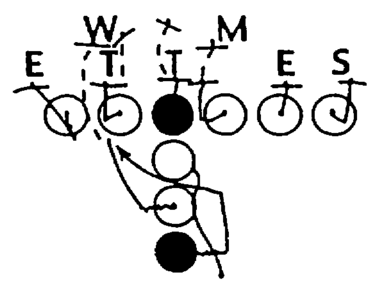
4-3 Stack



4-3



4-3 Over Stack



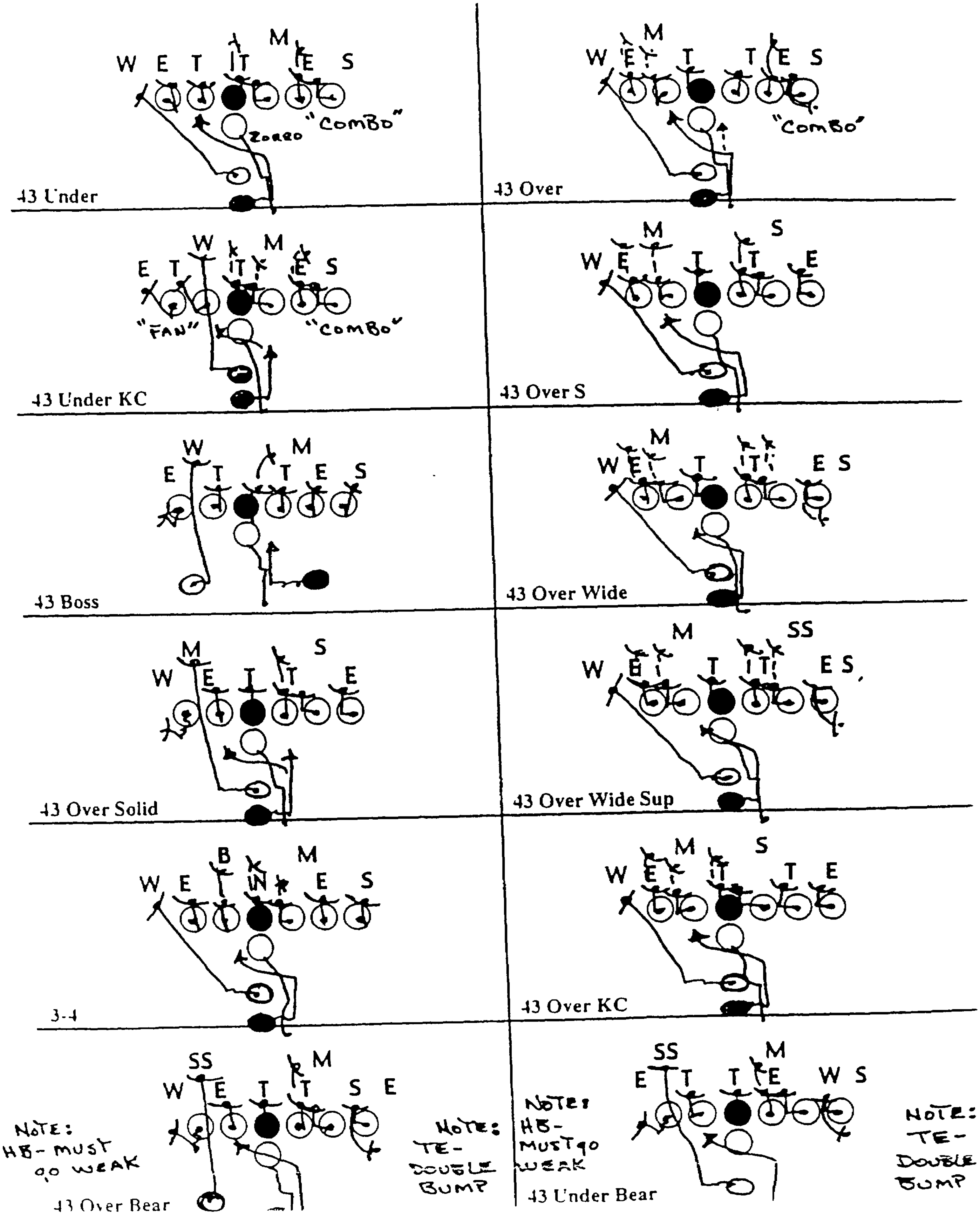
4-3 Under W

DESCRIPTION:
LEAD DRAW WEAK.

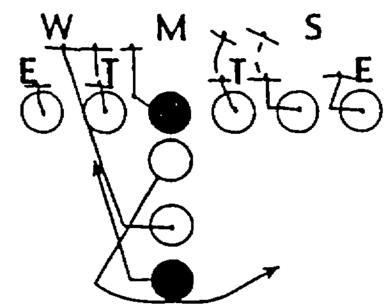
QB	SHOW PASS, TURN AND EXCHANGE ON 3RD STEP
F	BLOCK WILL LBER. CUT OUTSIDE LEG OF LBER IF GUARD UNCOVERED.
H	DOWN HILL SLIDE STRONG IF IN "Q." SHUFFLE IN FROM SPLIT. READ ONSIDE TO BACK SIDE.

BACKSIDE		FRONTSIDE
	C	BLOCK "O". ALERT RAY/LENNY & ZORRO CALLS
AGGRESSIVE PASS SET & BLOCK #1 ALERT RAY/ LENNY, ZORRO, SLIP CALLS.	G	AGGRESSIVE PASS SET & BLOCK #1 ALERT RAY/ LENNY, ZORRO, SLIP, READ CALLS
AGGRESSIVE PASS SET & BLOCK #2 ALERT SLIP, COMBO, MINGO, SWAP, SUP CALLS	T	AGGRESSIVE PASS SET & BLOCK #2 ALERT READ, MINGO, FAN CALLS
AGGRESSIVE PASS SET & BLOCK #3 ALERT SLIP, COMBO, MINGO, SWAP, SUP CALLS VS BEAR FRONT, DOUBLE BUMP.	Y	
	Z	MDM.
MDM	X	

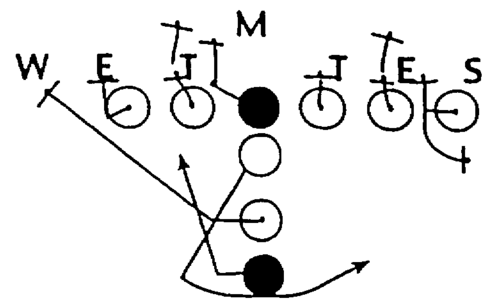
30 | 20 DRAW


ZORRO
"COMBO"
43 Under
"COMBO"
43 Over
"FAN"
"COMBO"
43 Under KC
43 Over S
43 Boss
43 Over Wide
43 Over Solid
43 Over Wide Sup
3-4
43 Over KC
NOTE: HB - MUST GO WEAK
43 Over Bear
NOTE: TE - DOUBLE BUMP
NOTE: HB - MUST GO WEAK
43 Under Bear
NOTE: TE - DOUBLE BUMP

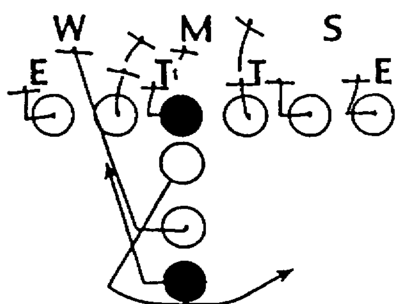
50/40 BOB



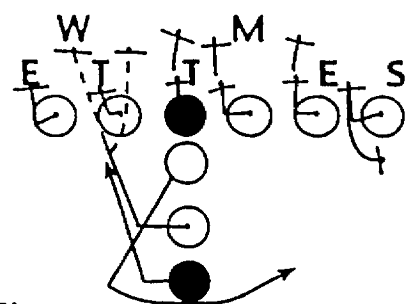
4-3 Stack



4-3



4-3 Over Stack



4-3 Under W

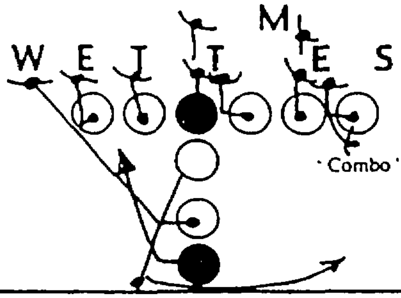
DESCRIPTION:

WEAKSIDE LEAD ZONE.
8 MAN - ALERT - CWM OR BUD BLOCK OR S.A
HB READ ONSIDE TO OUTSIDE VS BEAR FRONTS

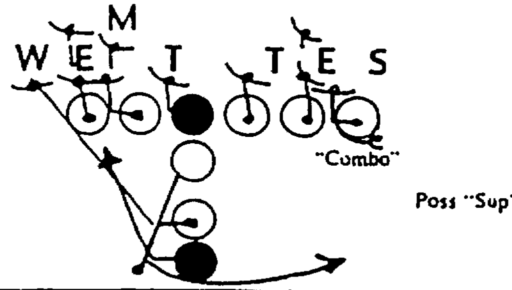
QB	OPEN - STEEP SPRINT DRAW COURSE - DEEP EXCHANGE. FINISH ON NAKED STRONG.
F	OPEN - LEAD ON 1ST LBER TYPE. IF LBER STACKED. READ OG'S BLOCK.
H	OPEN - DOWN HILL STEP - SPRINT SPOT IS OUTSIDE LEG OF OG. READ 1ST DOWN LINEMAN ONSIDE.

BACKSIDE		FRONTSIDE
	C	BLOCK "O" TO MIKE. ALERT CHIP, SWAP, RAY, LENNY, SWOOP, BACKSIDE CALLS.
BLOCK #1. ALERT SWAP, SLIP, SUP CALLS.	G	BLOCK #1 ALERT READ, CHIP, MINGO
BLOCK #2. ALERT COMBO, SUP, SLIP, SWOOP, OUT CALLS	T	BLOCK #2. ALERT READ, MINGO CALLS.
BLOCK #3 ALERT COMBO, SUP, SLIP, SWOOP, OUT CALLS. VS BEAR FRONTS - DOUBLE BUMP.	Y	
	Z	
CONVOY	X	MDM

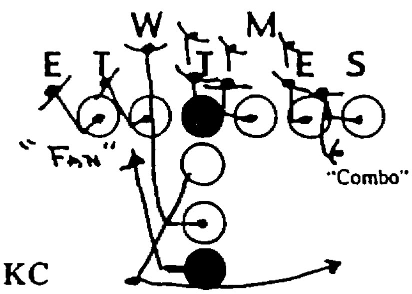
50/40 BOB



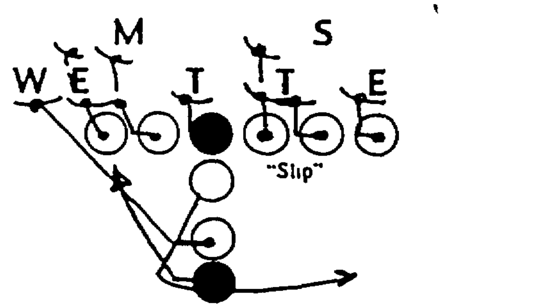
43 Under



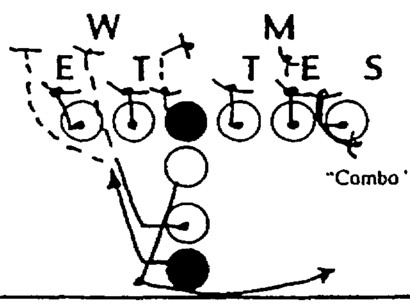
43 Over



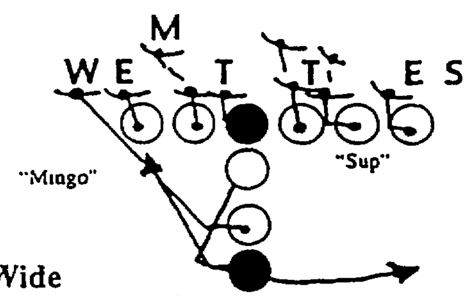
43 Under KC



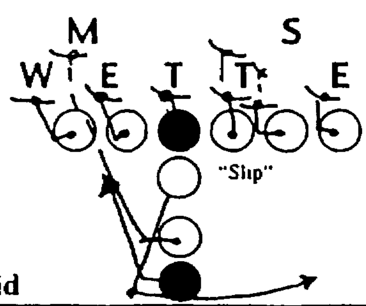
43 Over S



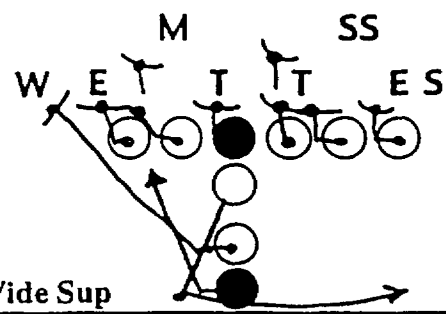
43 Boss



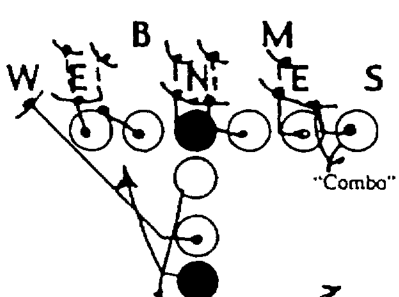
43 Over Wide



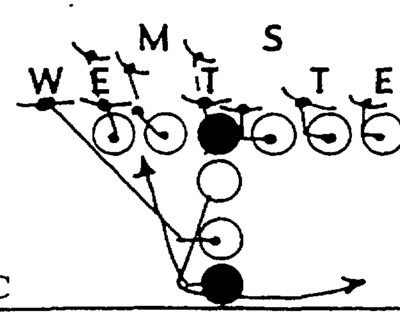
43 Over Solid



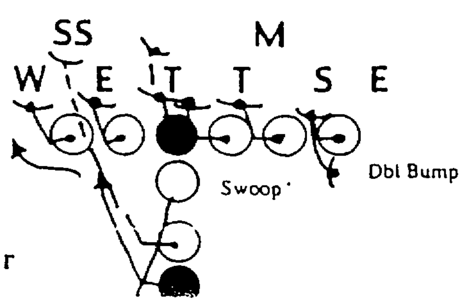
43 Over Wide Sup



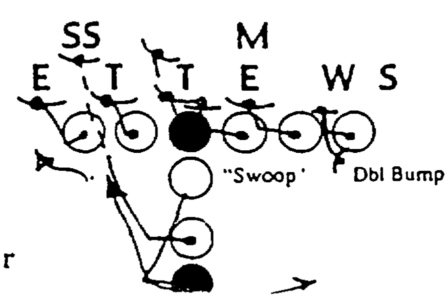
3-4



43 Over KC

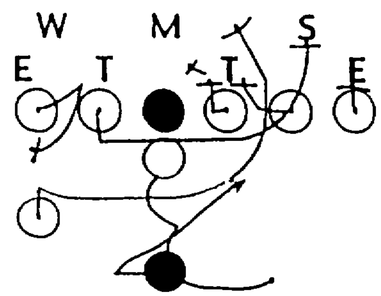


43 Over Bear

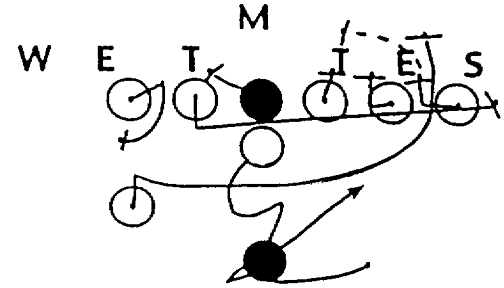


43 Under Bear

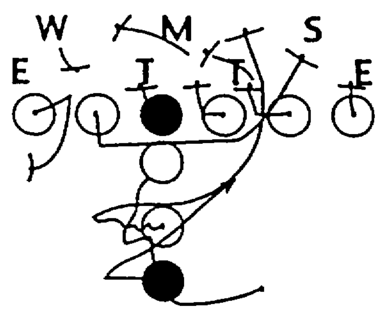
60/70 COUNTER



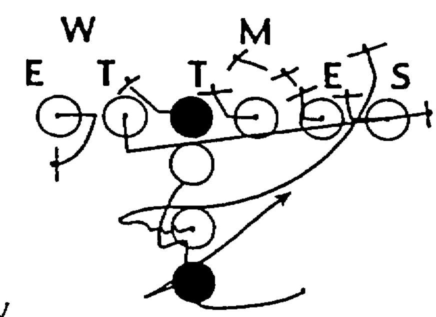
4-3 Stack



4-3



4-3 Over Stack



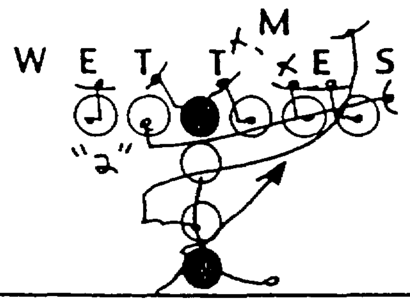
4-3 Under W

DESCRIPTION:

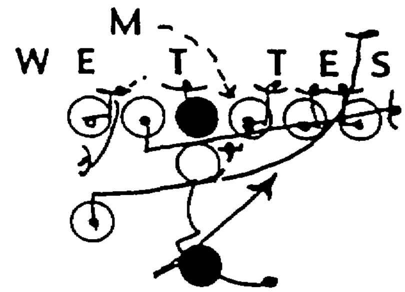
MISDIRECTIN OFFTACKLE PLAY WITH BACKSIDE GUARD AND FB PULLING TO POINT OF ATTACK. DOWNHILL PLAY GAP BLOCKING SCHEME.

QB	COUNTER, FOOTWORK STRONG.
F	PULL, TAKE TIMING STEP. BLOCK MIKE LBER PLAY SIDE. WRAP TO 1ST DAYLIGHT.
H	TAKE COUNTER STEPS, DOWN HILL. FOLLOW FB.

BACKSIDE		FRONTSIDE
	C	BLOCK BACKSIDE AREA. ALERT OFF, ANGLE. DEUCE CALLS. IF WILLOW LOS VS OVER LOOK CALL ANGLE.
PULL TRAP SAM. ALERT "STUB" CALL. VS OVER LOOKS TURN UP 1ST DAYLIGHT.	G	BLOCK INSIDE AREA TO MIKE/BACKSIDE LBER. POSSIBLE BLOCK MAN #1 WITH TREY CALL. ALERT OFF, DEUCE, ANGLE CALLS.
STEP INSIDE - INSURE AREA - VS 3RD DT, SLAM DT THEN SEAL AREA. ALERT FOR ANGLE CALL, THEN SLAM DE AND HINGE ON WILL LB	T	BLOCK INSIDE AREA TO MIKE/BACK SIDE LBER ALERT TREY, DEUCE, ANGLE
	Y	BLOCK INSIDE AREA TO BACKSIDE LB. ALERT TREY, ANGLE, DEUCE.
	Z	MDM.
CONVOY	X	

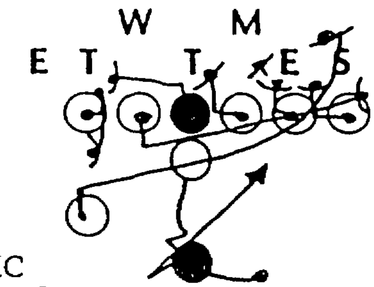


43 Under



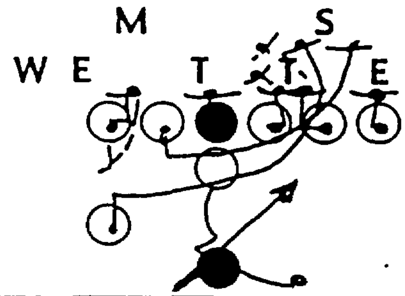
43 Over

Note
Deuc
Trey



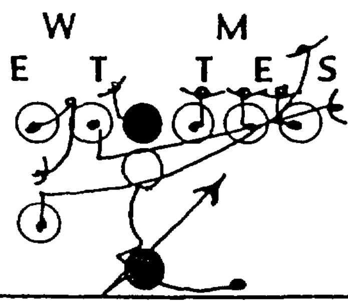
43 Under KC

Note.
"Bud" call
book Will LB



43 Over S

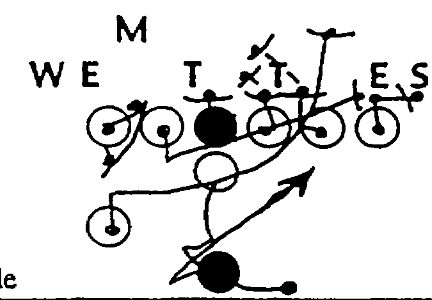
Note:
Deuce



43 Boss

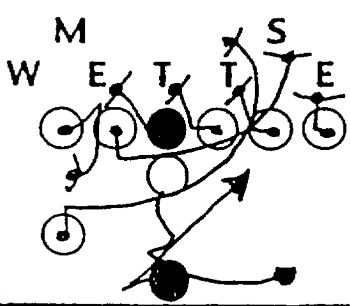
Note
Trey

Note.
"Bud" call
book Will LB



43 Over Wide

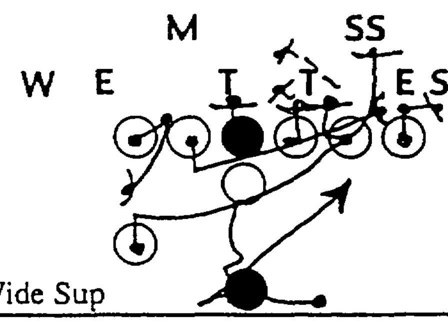
"Out" - G.P
Note
Deuce TE
- stab DE then
block Sam LB



43 Over Solid

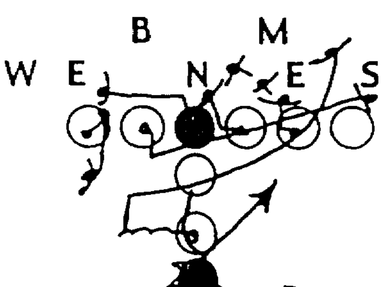
Note
Angle
call

Note.
"Bud" call
book Will LB

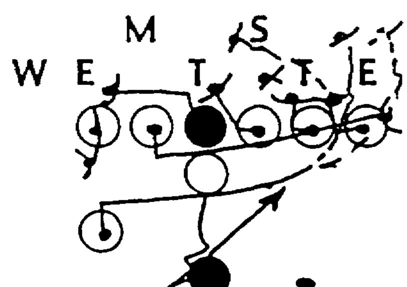


43 Over Wide Sup

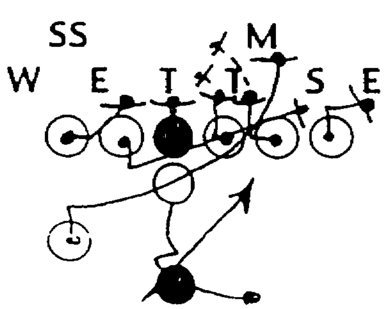
"Out" - G P
Note:
Deuce TE
- stab DE then
block Sam LB



3-4

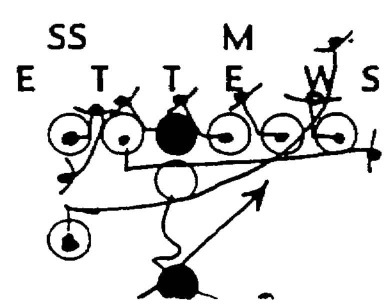


43 Over KC



43 Over Bear

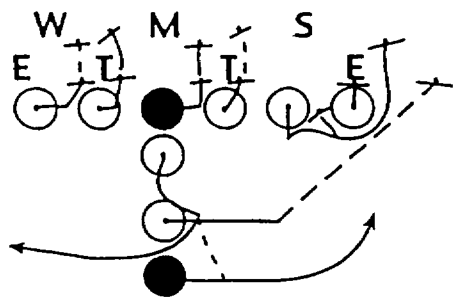
Note
Deuce



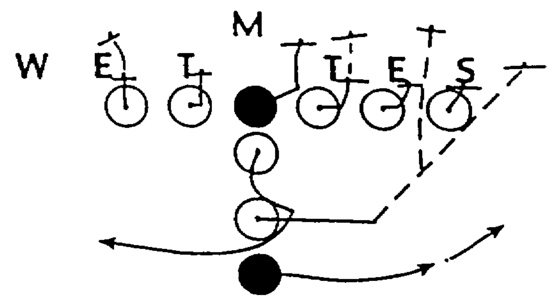
43 Under Bear

Note
Angl

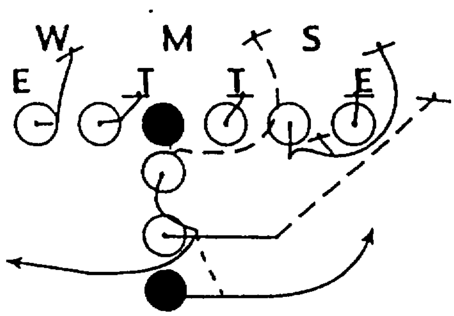
80/90 PITCH



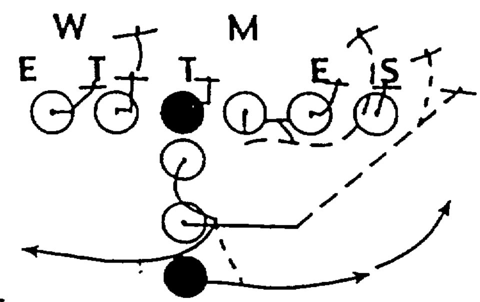
4-3 Stack



4-3



4-3 Over Stack



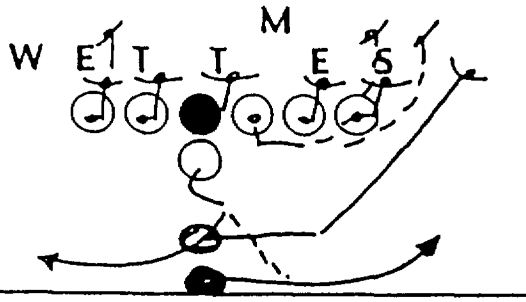
4-3 Under W

DESCRIPTION:
OUTSIDE PITCH PLAY WITH HB'S FIRST CHOICE OUTSIDE.

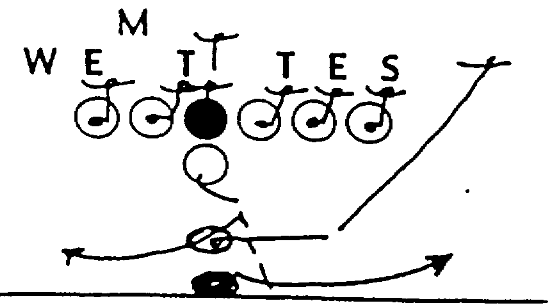
QB	REVERSE PIVOT - SOFT PITCH, FINISH WITH NAKI WEAK.
F	RUN PARALLEL FOR 5 YDS - READ FORCE. BLOCK FORCE. VS BEAR OR EXCHANGE LOOKS, BLOCK OUTSIDE DEFENDER.
H	QUICK JAB - RUN PARALLEL - TAKE PITCH, READ FORCE. 1ST CHOICE - RUN OUTSIDE.

BACKSIDE		FRONTSIDE
	C	BLOCK "O" TO MIKE. ALERT RAY/LENNY, SWAP; B RAY, BIG LENNY, POSS. SWOOP, SKIN CALLS
BLOCK #1. ALERT SLIP, SWAP, SWOOP CALLS	G	BLOCK #1. ALERT RAY, LENNY, SKIN, BIG RAY/ LENNY CALLS; POSS TAG BLOCK IF UNCOVERED PULL - READ OT'S BLOCK.
BLOCK #2. ALERT SLIP, SWOOP CALL ALERT SIFT BLOCK.	T	BLOCK #2. REACH #. IF UNCOVERED, PULL AROU TE'S BLOCK FOR SAM LBER. POSS TAG BLOCK..
	Y	BLOCK #3. REACH #
	Z	~~MDM~~ BLOCK MAN OVER
CONVOY	X	

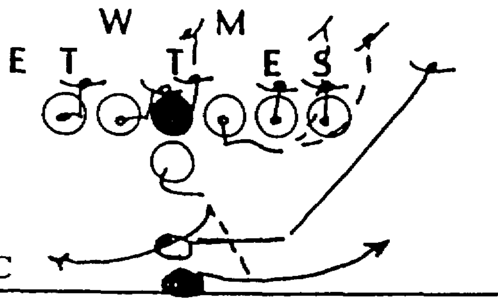
80/90 PITCH



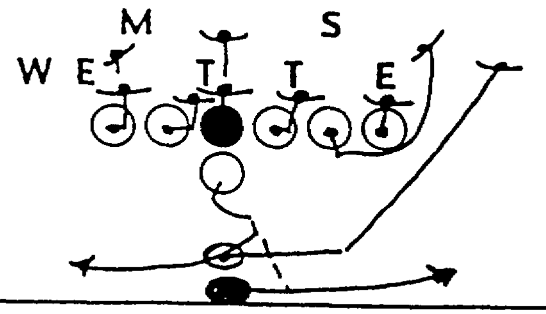
43 Under



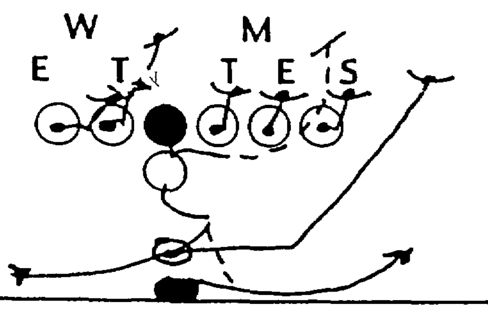
43 Over



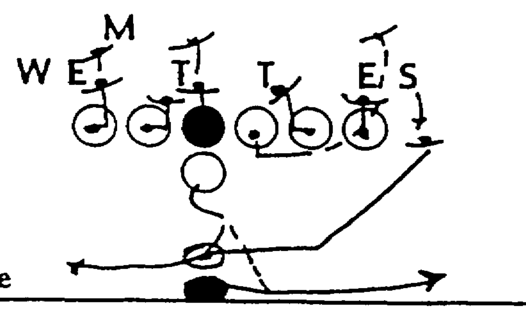
43 Under KC



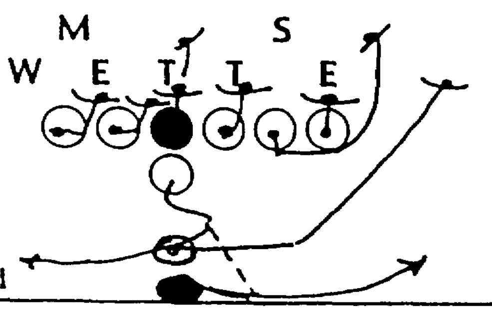
43 Over S



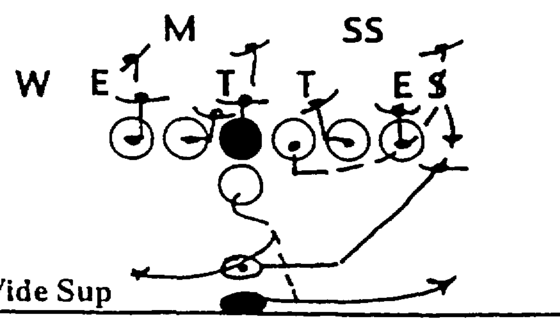
43 Boss



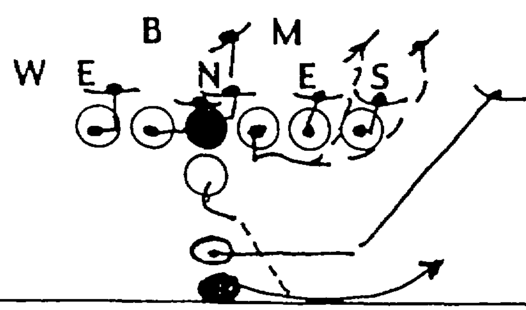
43 Over Wide



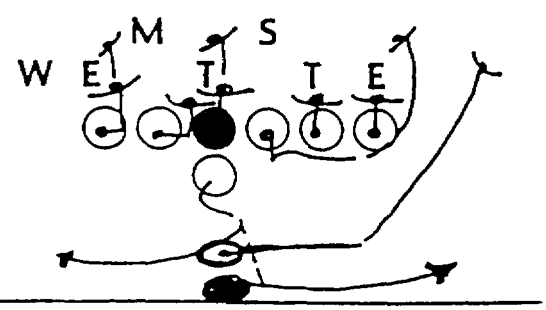
43 Over Solid



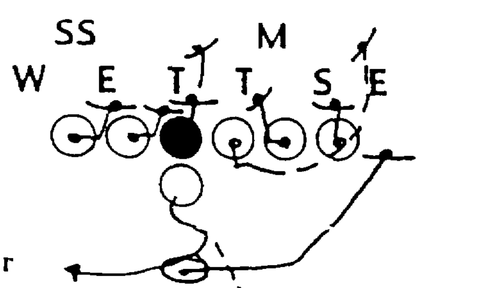
43 Over Wide Sup



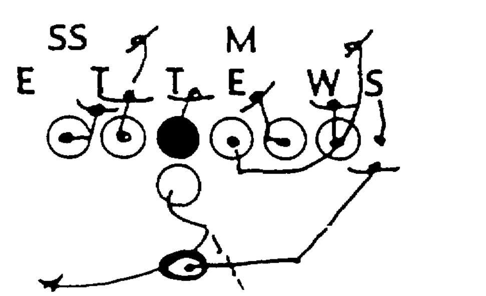
3-4



43 Over KC

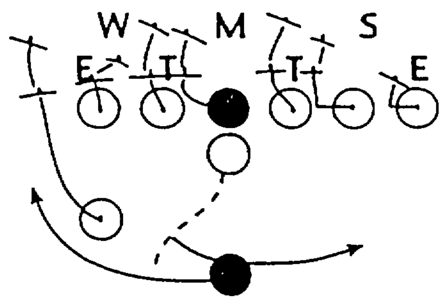


43 Over Bear

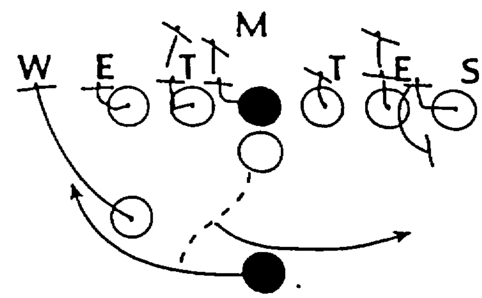


43 Under Bear

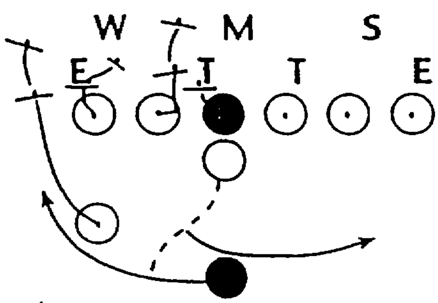
90/80 TOSS



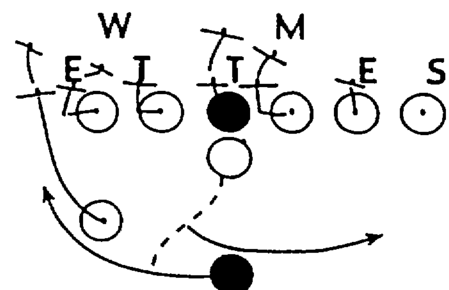
4-3 Stack



4-3



4-3 Over Stack



4-3 Under W

DESCRIPTION:

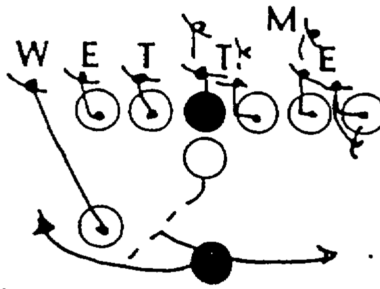
TOSS OUTSIDE PLAY WEAK. ZONE BLOCKING BY LINE AND FB BLOCKING WILL.

A STRETCH AND CUT PLAY BY DESIGN.

QB	REVERSE PIVOT, TOSS BALL TO HB QUICKLY. FINISH NAKED STRONG.
F	BLOCK OUTSIDE SHOULDER OF END MAN ON LOS
H	SLIDE STEP, TAKE PITCH ON A SLIGHT DOWNHILL COURSE. READ FB'S BLOCK.

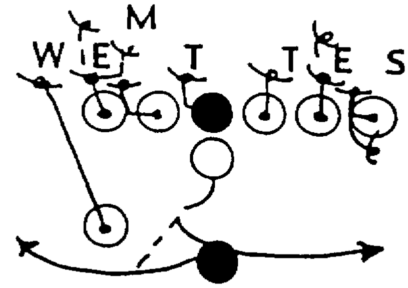
BACKSIDE		FRONTSIDE
	C	BLOCK "O". ALERT FOR RAY/LENNY. SWAP. POSSIBLE SKIN
BLOCK #2. ALERT RAY/LENNY, CHIP, MINGO, READ CALLS. TAG CALL VS SOLIDS.	G	BLOCK #1 ALERT SWAP, SLIP, SWOOP CALLS
BLOCK #2. IF GUARD UNCOVERED WORK "READ" ZONE ALERT MINGO CALL. IF UNCOVERED, 40° STEP AT EM LOS CHIP IN ROUTE UPFIELD FOR LBER. VS SOLIDS TAG BLOCK.	T	BLOCK #2. ALERT SLIP, COMBO, SUP CALLS.
	Y	BLOCK #3. ALERT COMBO, SUP CALLS.
	Z	
	X	

90/80 TOSS



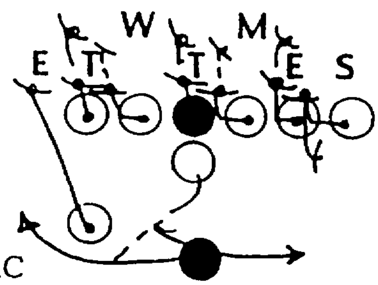
43 Under

Combo



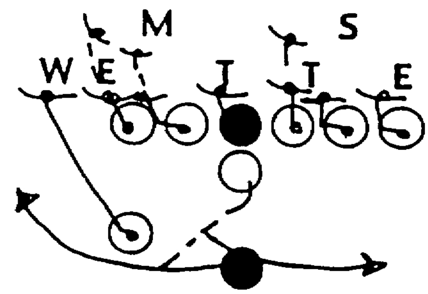
43 Over

Combo

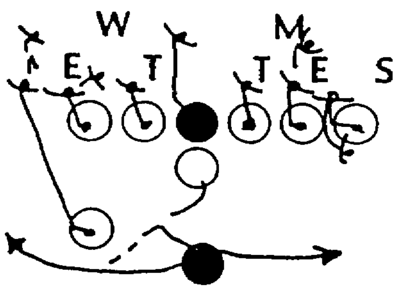


43 Under KC

Combo

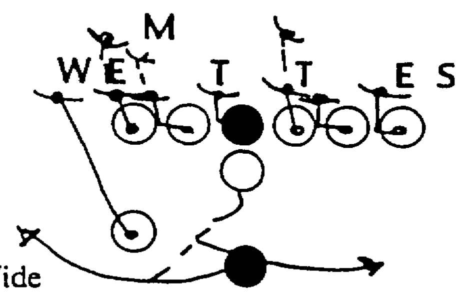


43 Over S



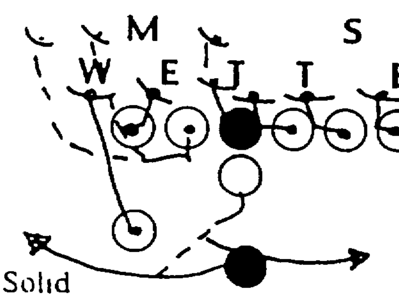
43 Boss

Combo



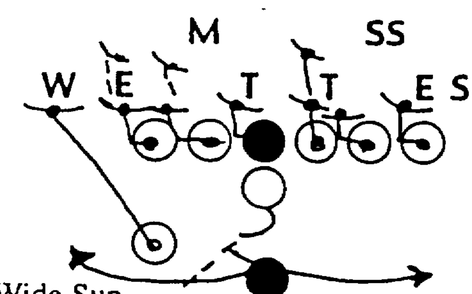
43 Over Wide

Note: Sup



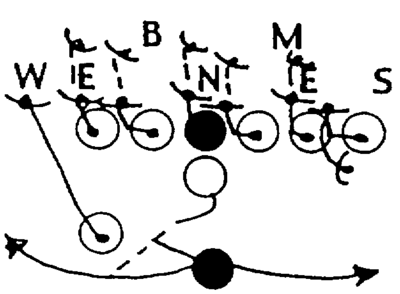
43 Over Solid

Note Tag Swoop



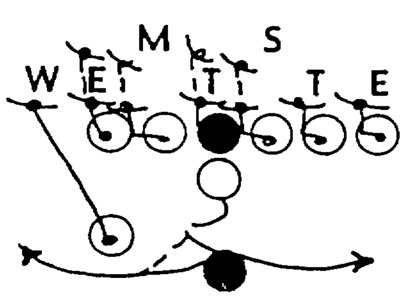
43 Over Wide Sup

Note. Sup

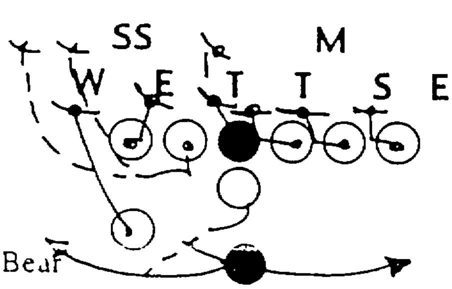


3-4

Combo

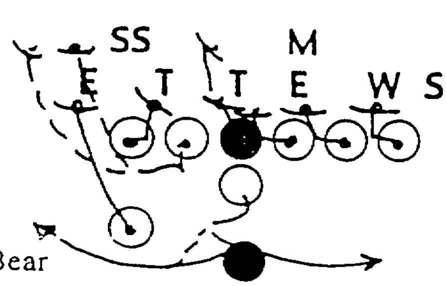


43 Over KC



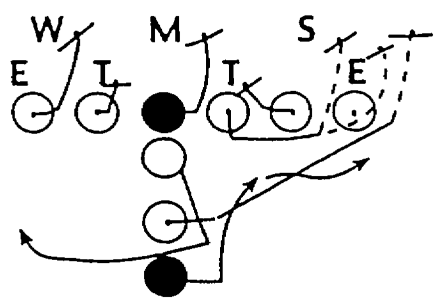
43 Over Bear

Note Tag Swoop

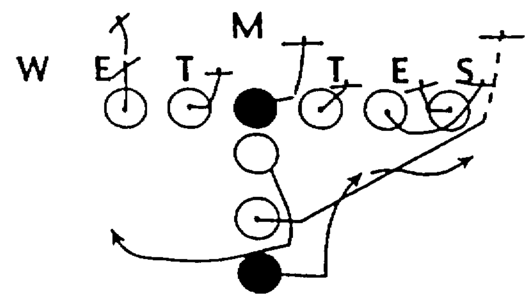


43 Under Bear

80/90 TAKE

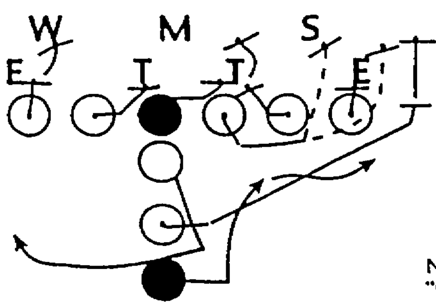


4-3 Stack



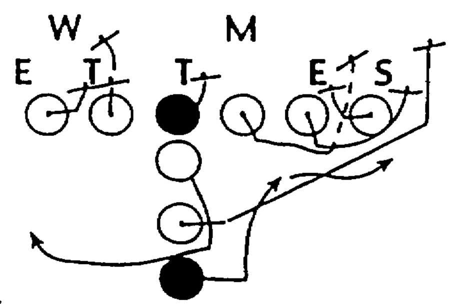
Note. Take

4-3



Note "Cat" call

4-3 Over Stack



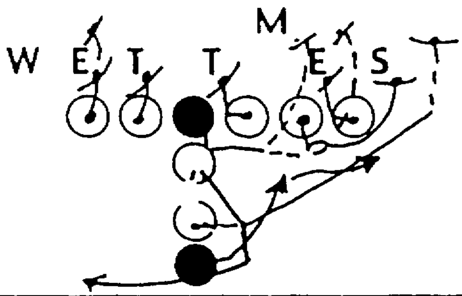
Note Take

4-3 Under W

DESCRIPTION:		
OFF TACKLE PLAY WITH COMBINATION BLOCKING BY TIGHT END, TACKLE AND GUARD.	QB	BOB FOOTWORK. FINISH WEAK ON NAKED.
	F	ARC FOOTWORK INFLUENCE BLOCK #3. BLOCK SUPPORT. IF #3 FLASHES ACROSS YOUR FACE TAKE HIM.
	H	BOB FOOTWORK. READ B, C, D GAPS.

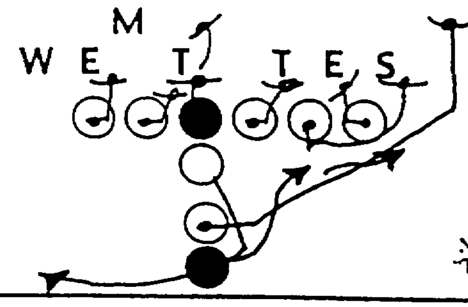
BACKSIDE		FRONTSIDE
BLOCK #1. ALERT SWAP, SLIP.	C	BLOCK "O". ALERT FOR SWAP, COB, SKIN, OR CAT CALLS.
BLOCK #2. ALERT SIFT, SLIP.	G	PULL SKIP IT. BLOCK INSIDE LBER. ALERT FOR SKIN, TAKE, GEE, COB CALLS
	T	IF BOTH YOU AND GUARD COVERED WORK "TAKE BLOCK WITH TE. IF GUARD UNCOVERED, WORK TAKE BLOCK WITH TE. IF UNCOVERED, BLOCK DOWN ALERT FOR CAT CALL
	Y	IF TACKLE COVERED, WORK TAKE BLOCK. IF TACKLE UNCOVERED, BLOCK MAN OVER.
	Z	~~MDM~~ Block MAN OVER
CONVOY	X	

80/90 TAKE



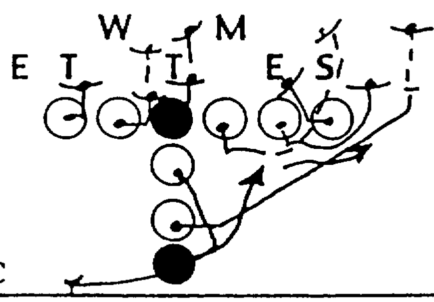
43 Under

Note: "Cob"



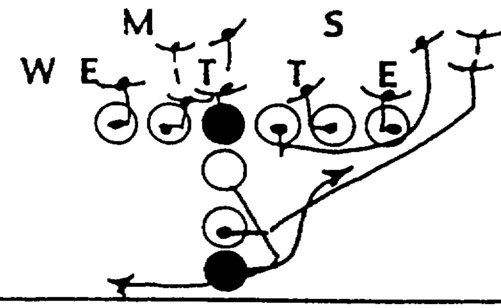
43 Over

Note: "Take"

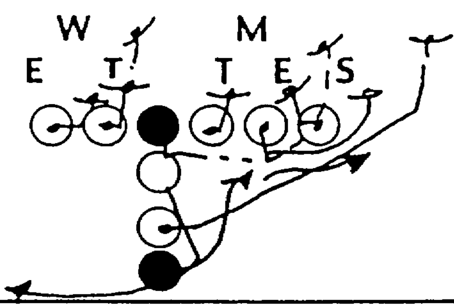


43 Under KC

Note: Possible Mingo

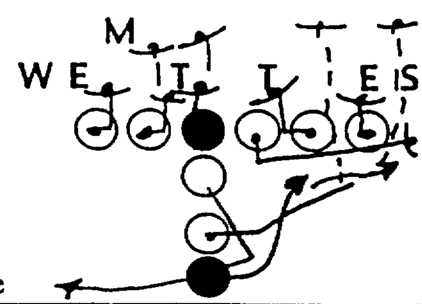


43 Over S

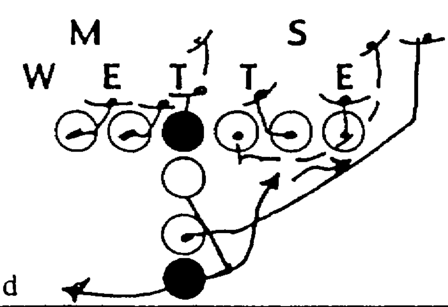


43 Boss

Note "Skin"

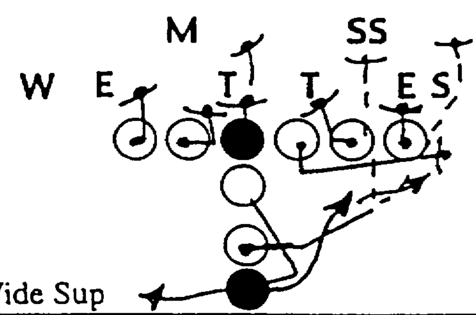


43 Over Wide

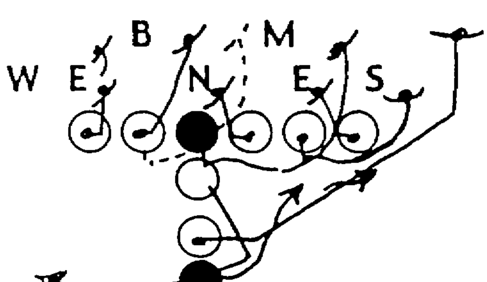


43 Over Solid

Note Swoop

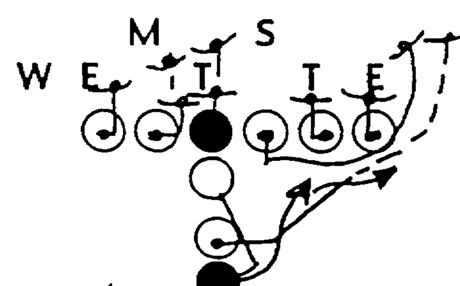


43 Over Wide Sup



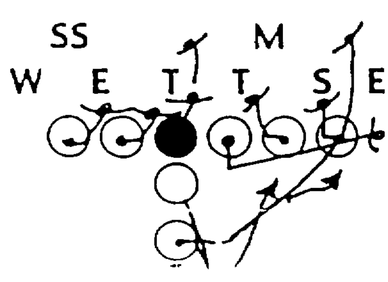
3-4

Note Cob



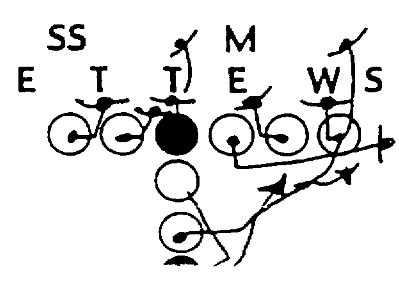
43 Over KC

Note: Mingo



43 Over Bear

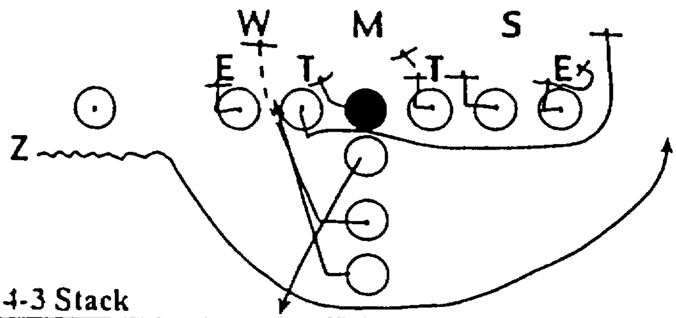
Note "Gee



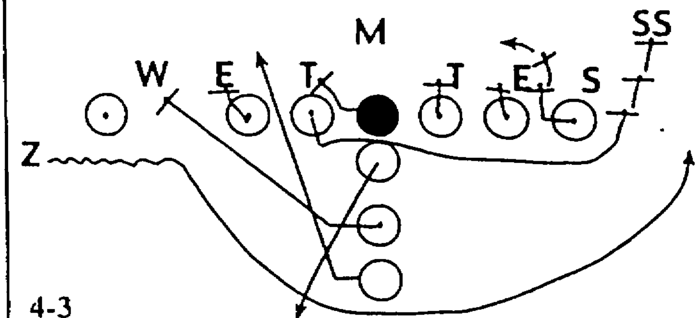
43 Under Bear

Note "Gee

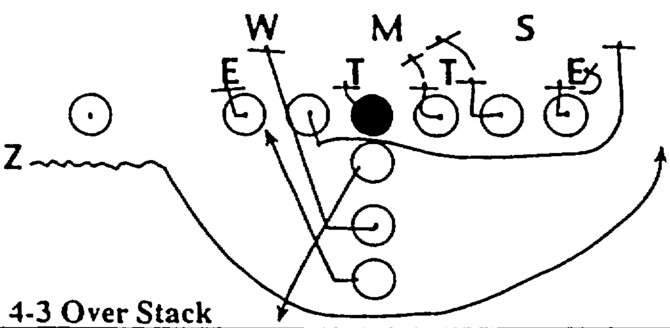
FAKE 50 BOB Z AROUND RIGHT



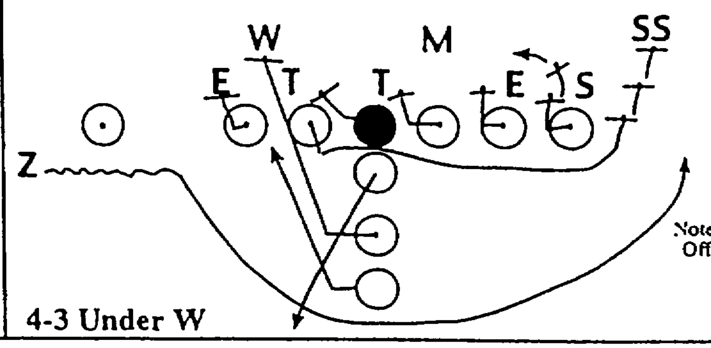
4-3 Stack



4-3



4-3 Over Stack

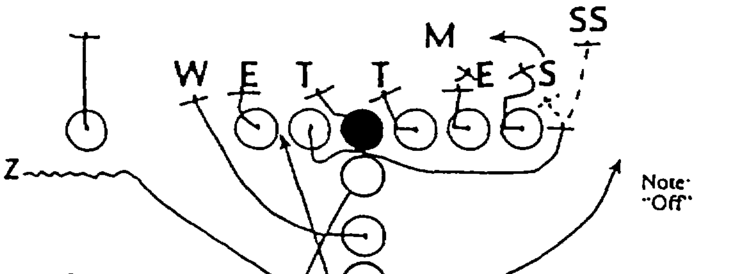


4-3 Under W

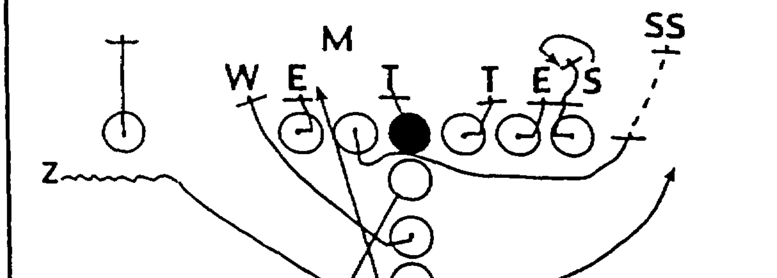
DESCRIPTION: REVERSE		
	QB	BOB FOOTWORK - FAKE TO HB, HAND OFF TO Z.
	F	BLOCK 50 BOB.
	H	RUN 50 BOB SELL IT

BACKSIDE		FRONTSIDE
	C	BLOCK "O" TO BACKSIDE TACKLE. ALERT OFF, ANGLE, ACE CALLS.
PULL - ALERT FOR SAM LBER - CHIP IN ROUTE TO SAFETY	G	BLOCK #1. ALERT TO OFF, ACE, ANGLE CALLS.
BLOCK #2.	T	BLOCK #2 ALERT SLIP, ANGLE CALLS
	Y	BLOCK #3. FAKE COMBO THEN BLOCK SAM LBER
	Z	POSSIBLE MOTION RUN REVERSE.
	X	BLOCK MAN OVER

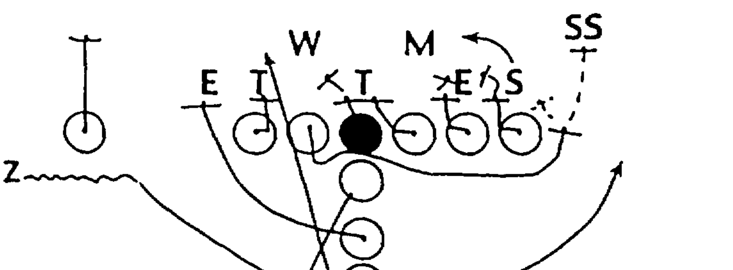
FK 50 BOB Z AROUND RT



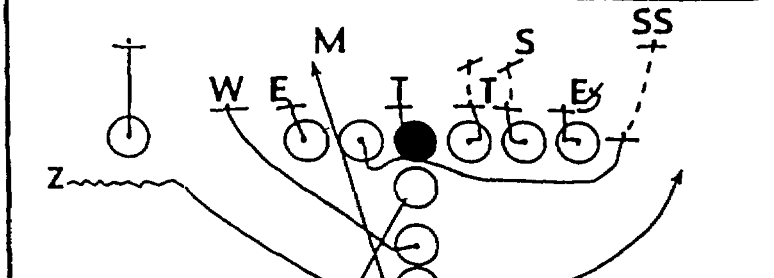
43 Under



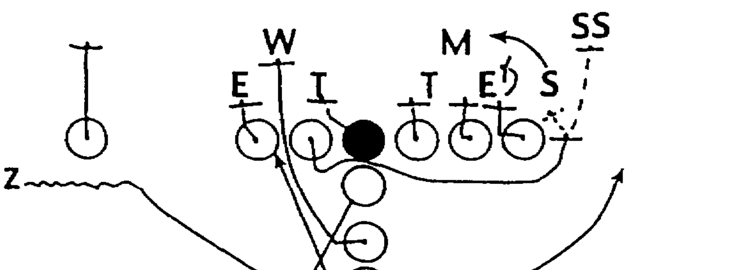
43 Over



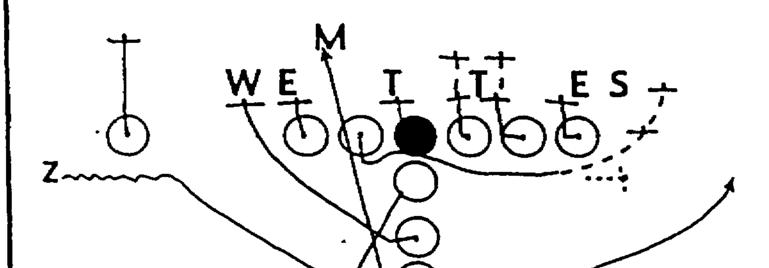
43 Under KC



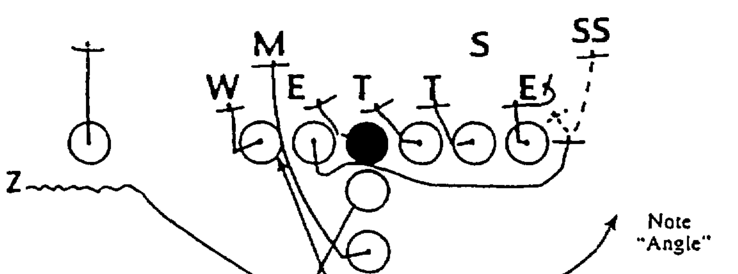
43 Over S



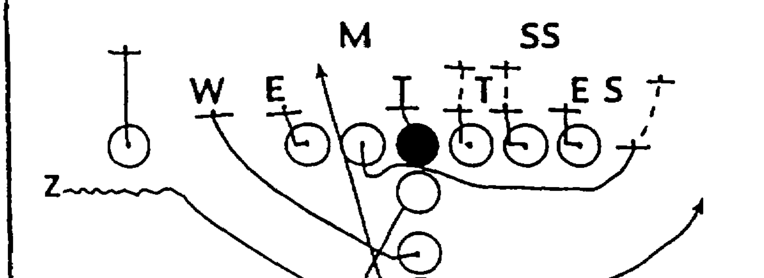
43 Boss



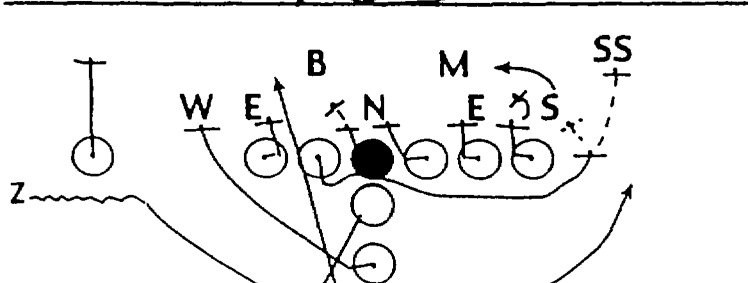
43 Over Wide



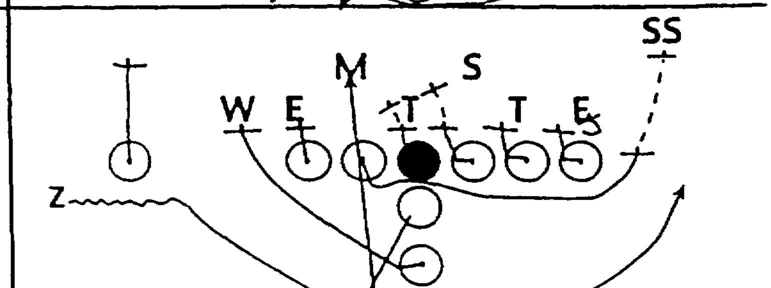
43 Over Solid



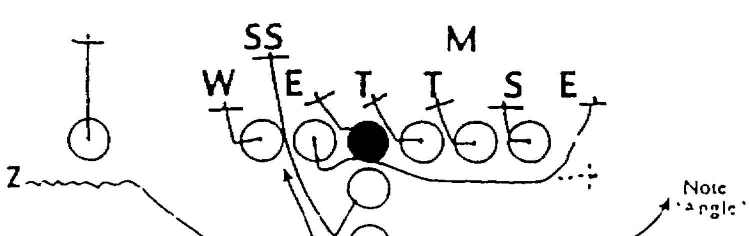
43 Over Wide Sup



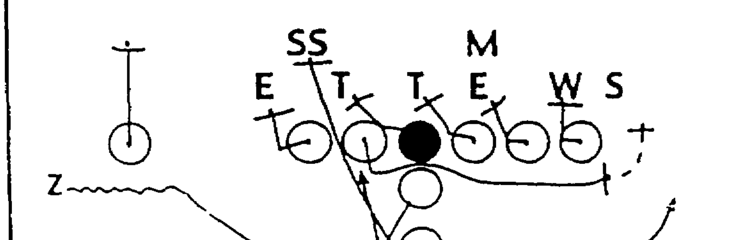
3-4



43 Over KC



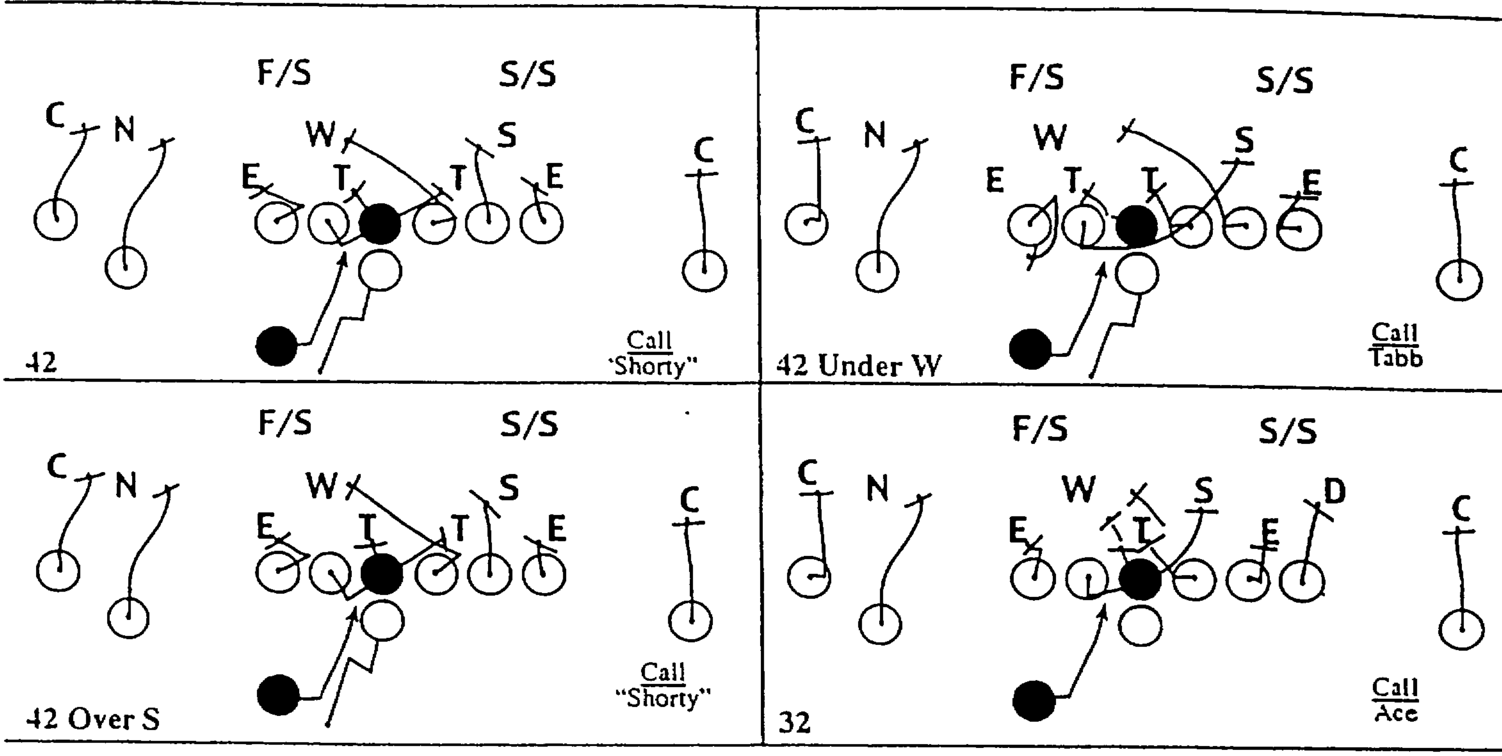
43 Over Bear



43 Under Bear

NICKEL RUNS

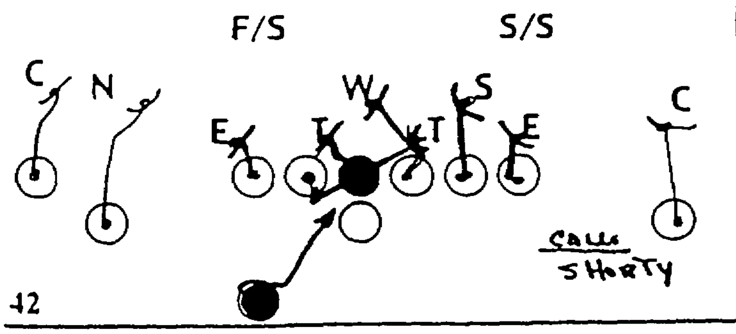
20/30 TRAP vs NICKEL



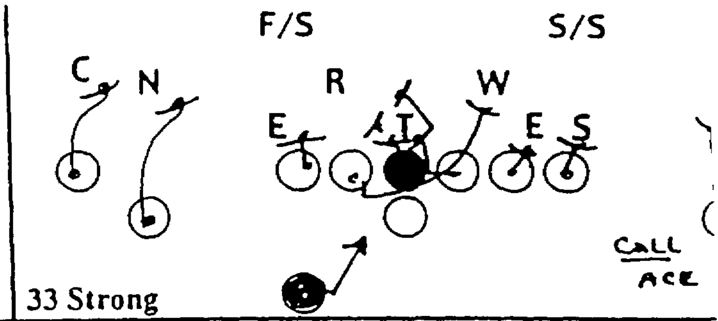
DESCRIPTION:

QB	TRAP FOOTWORK
F	BLOCK MDM.
H	INSIDE JAB STEP. AIMING POINT IS FAR LEG OF THE CENTER. 5 YARD DEPTH.

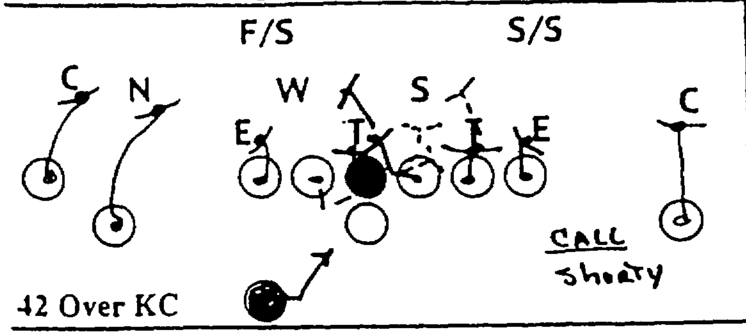
BACKSIDE		FRONTSIDE
	C	BLOCK #0 TO #1 AWAY. ALERT ACE & OFF CALLS.
PULL - TRAP 1ST DL PAST CENTER	G	BLOCK BACKSIDE LBER. ALERT TABB CALL. ALERT OFF, ACE CALLS
BLOCK #2 INSURE INSIDE AREA IF BSG COVERED, SLAM DT THEN BACK OUT ON DE.	T	BLOCK #2 ALERT TABB CALL - BLOCK BACKSIDE LBER
	Y	BLOCK #3
	Z	BLOCK MAN OVER
	X	BLOCK MAN OVER



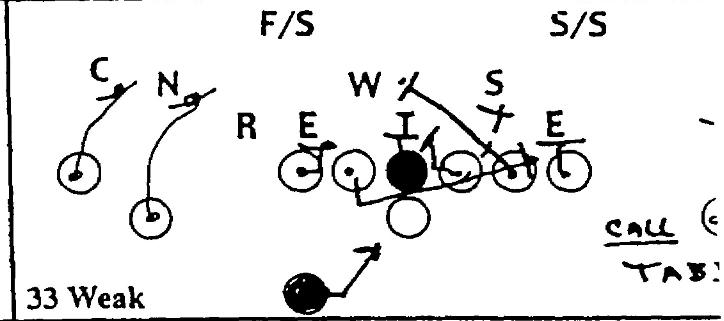
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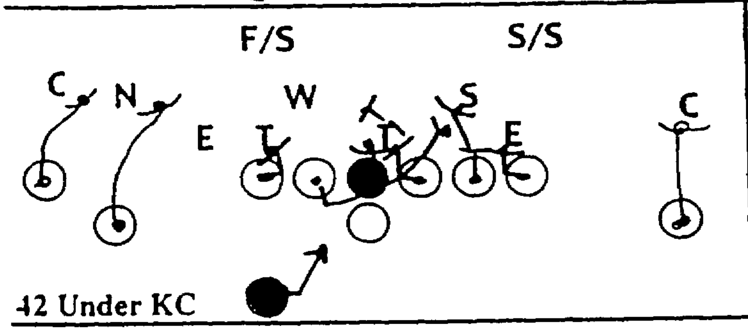
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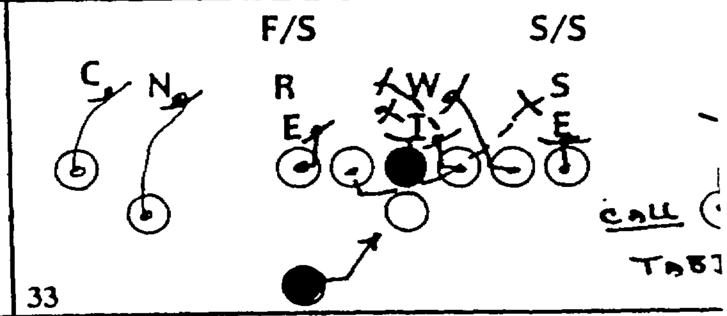
42 Over KC



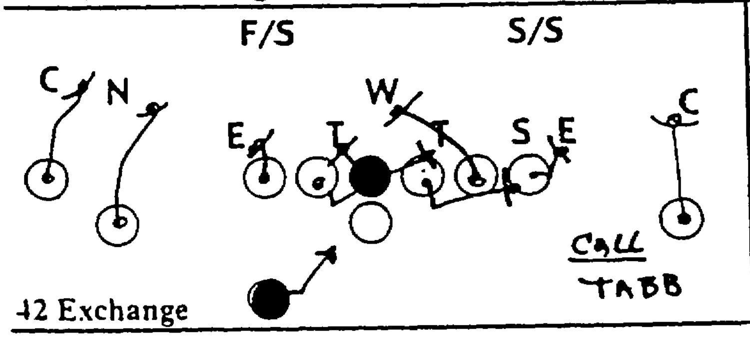
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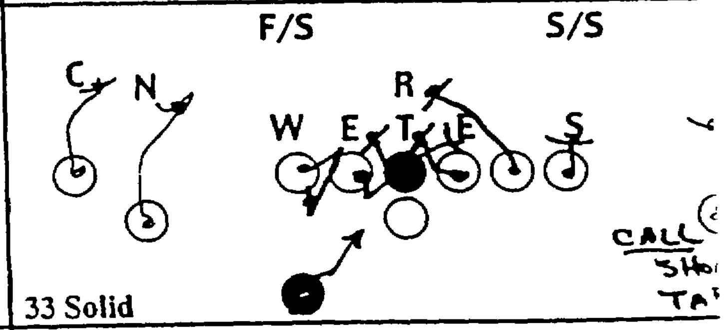
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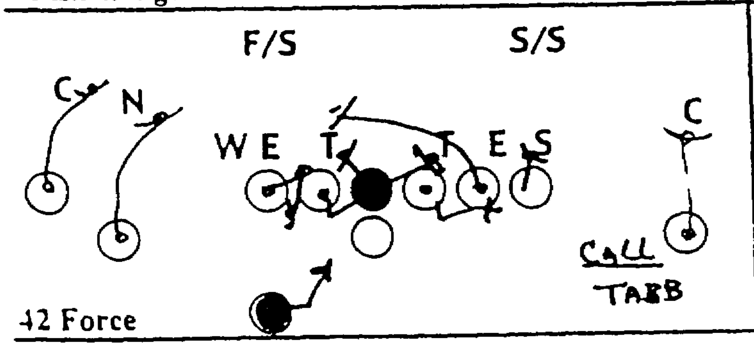
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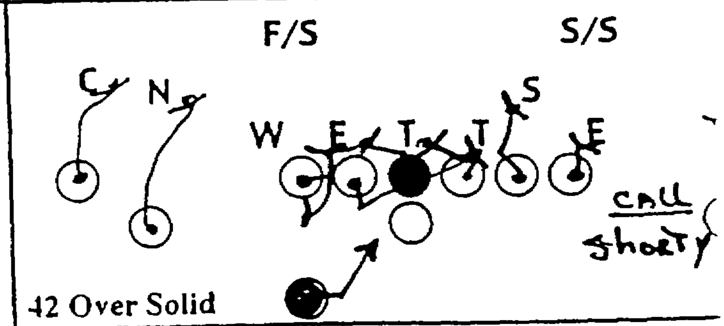
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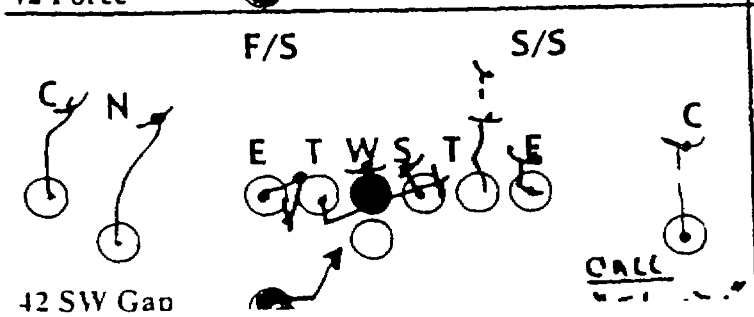
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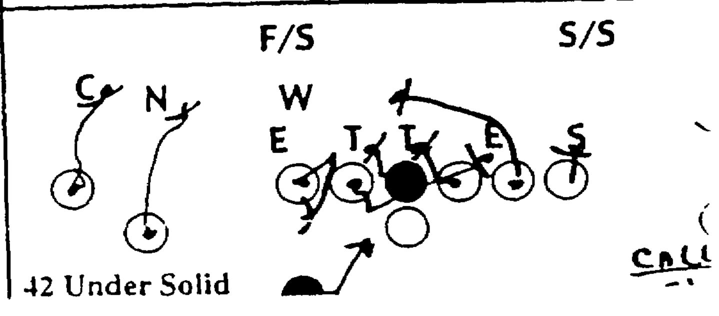
42 Force



42 Over Solid

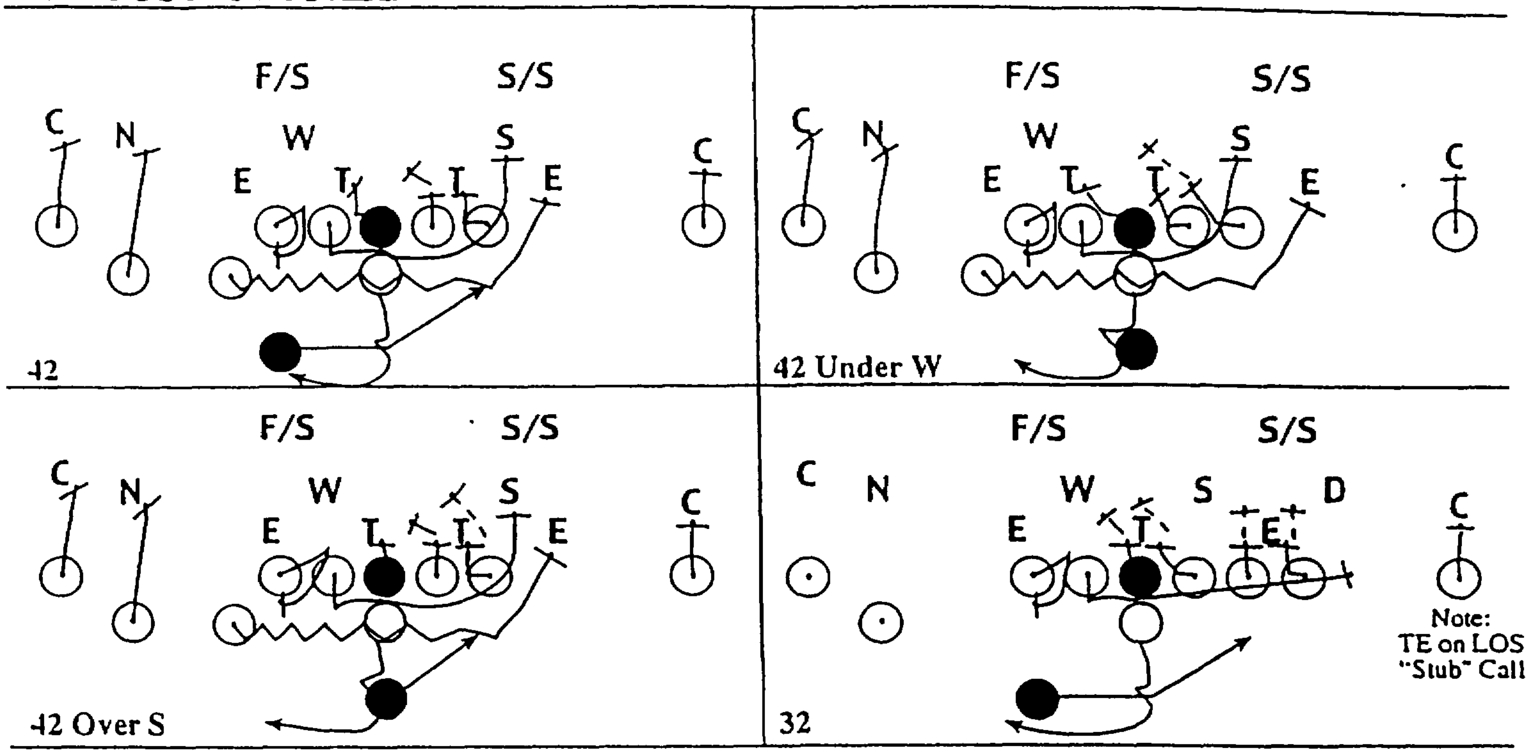


42 SW Gap



42 Under Solid

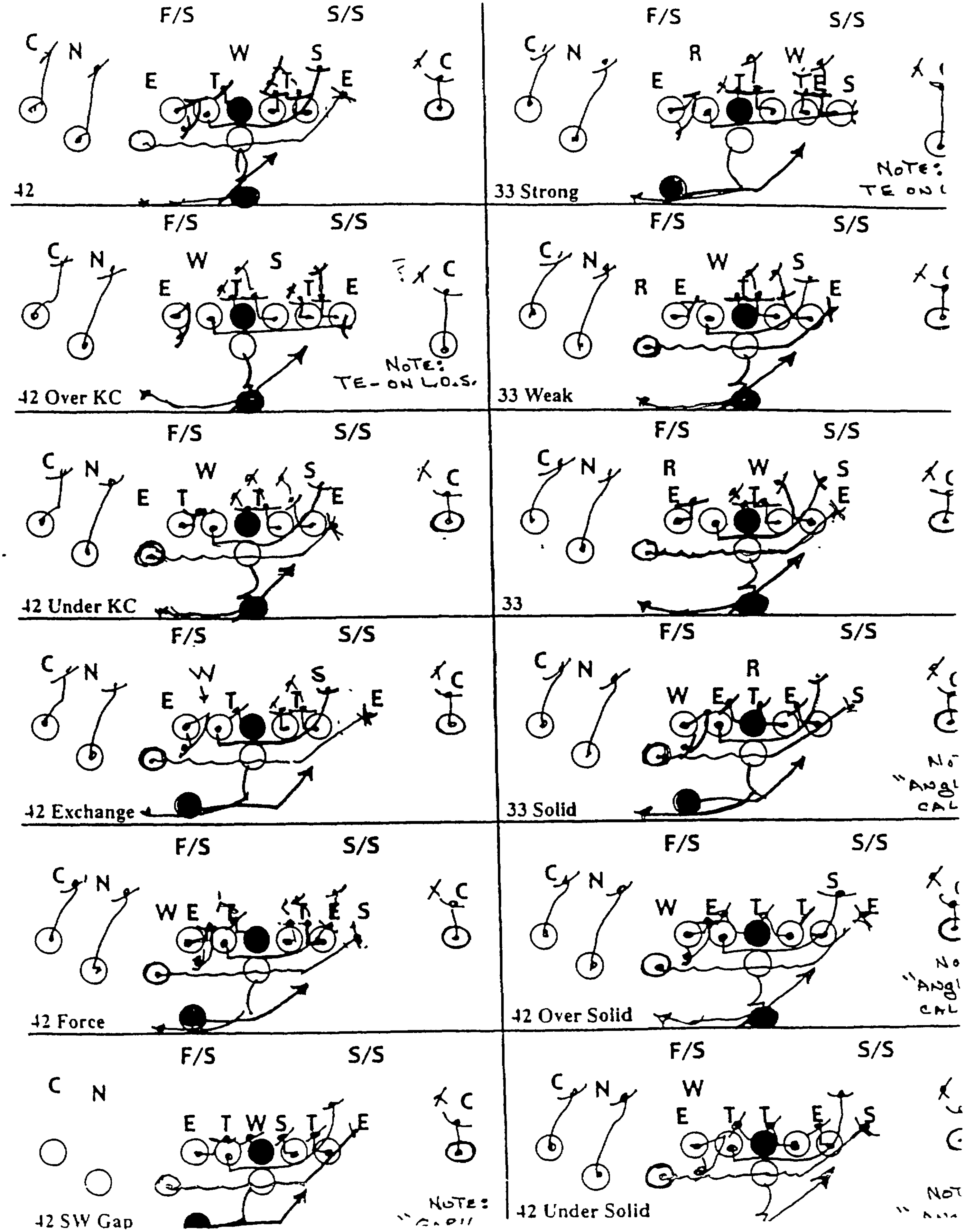
60/70 POST vs NICKEL



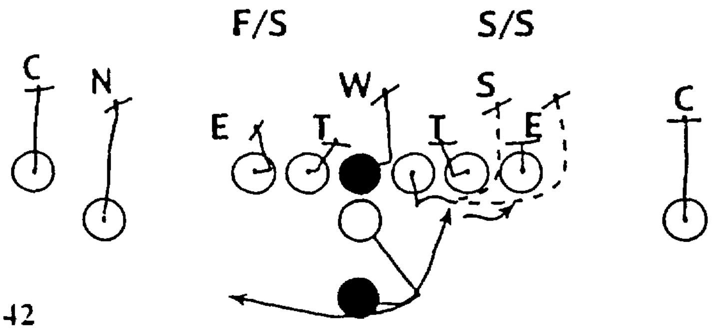
DESCRIPTION:		
NICKEL RUN - POWER OFF. TACKLE PLAY.	QB	POWER FOOTWORK.
	F	BLOCK MDM.
	H	POWER FOOTWORK. "Q" POSITION - 6 YARD DEPTH.

BACKSIDE		FRONTSIDE
	C	BLOCK "0 TO BACKSIDE AREA. ALERT ACE, OFF, DEUCE, ANGLE CALLS
POWER BLOCKING RULES ALERT STUB CALL	G	BLOCK INSIDE AREA TO 1ST LBER BACKSIDE. ALERT ACE, OFF, DEUCE, ANGLE CALLS.
POWER BLOCKING RULES	T	BLOCK INSIDE AREA TO 1ST LBER BACKSIDE ALERT DEUCE, ANGLE, GAP CALLS. VS 3-2 & 3-3 NICKEL TREY BLOCK TO MIKE LBER.
	Y	WHEN IN MOTION BLOCK EM LOS VS 3-2 & 3-3 NICKEL GET ON LOS - TREY BLOCK
	Z	BLOCK MDM
	X	BLOCK MAN OVER

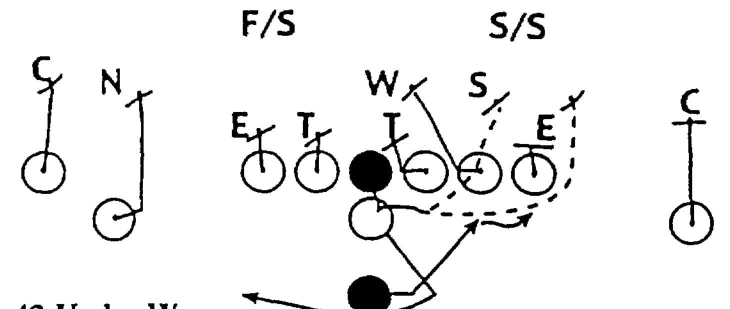
A DBL vs NICKEL



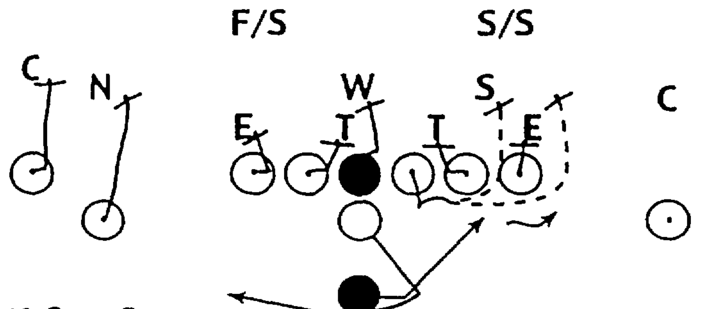
80/90 TAKE vs NICKEL



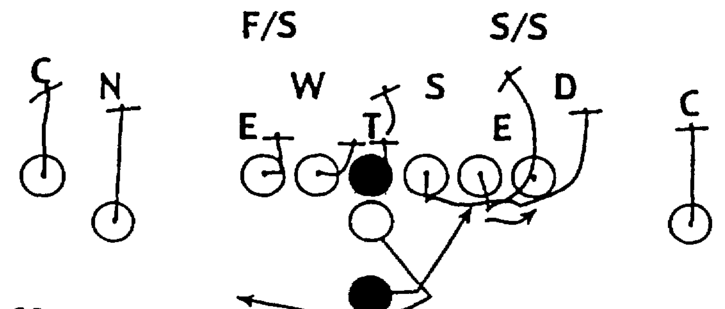
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42 Under W



42 Over S



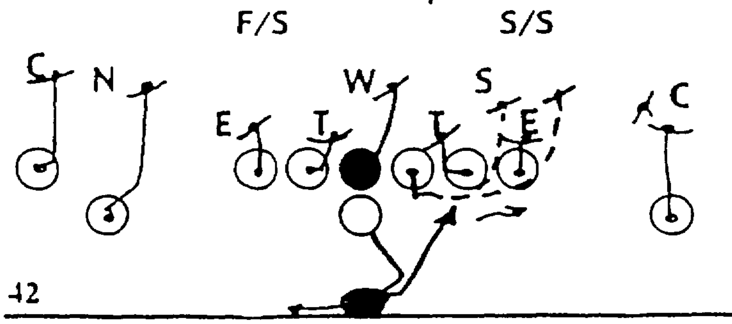
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DESCRIPTION:

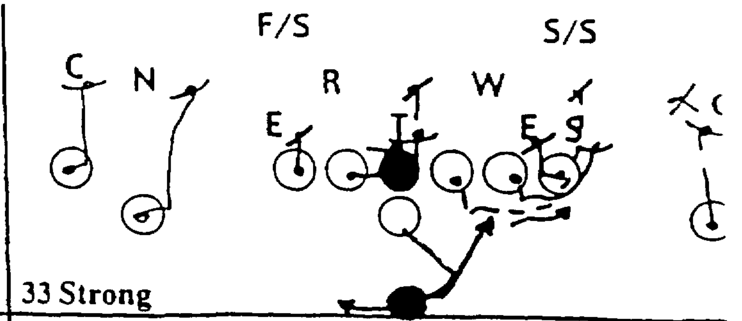
QB	BOB FOOTWORK. FINISH WEAK ON NAKED.
F	BLOCK MDM.
H	BOB FOOTWORK. READ B, C, D GAPS.

BACKSIDE		FRONTSIDE
	C	SAME AS IN REGULAR.
SAME AS IN REGULAR.	G	SAME AS IN REGULAR.
SAME AS IN REGULAR.	T	SAME AS IN REGULAR.
	Y	SAME AS IN REGULAR.
	Z	BLOCK MDM.
	X	BLOCK MAN OVER

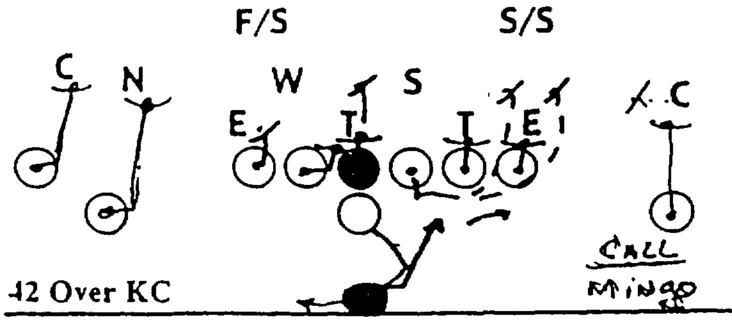
80/90 TAKE [redacted] vs NICKEL



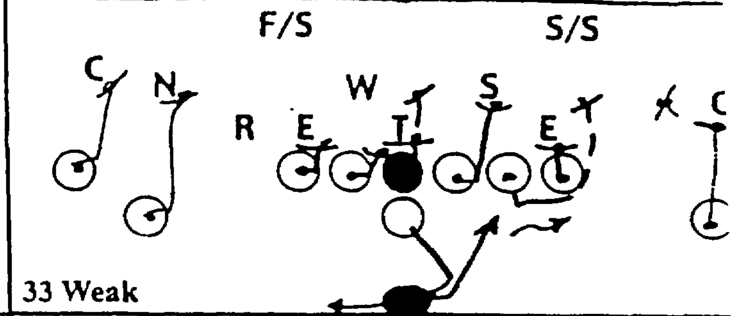
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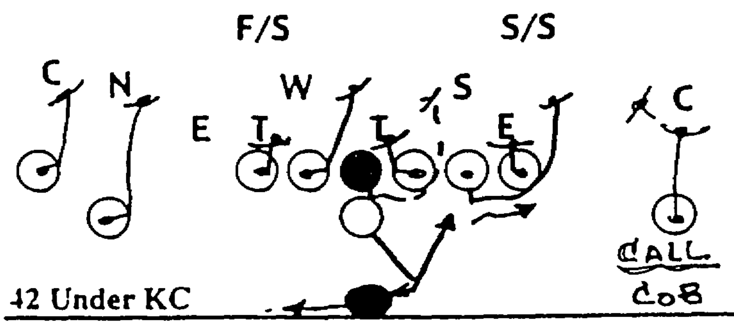
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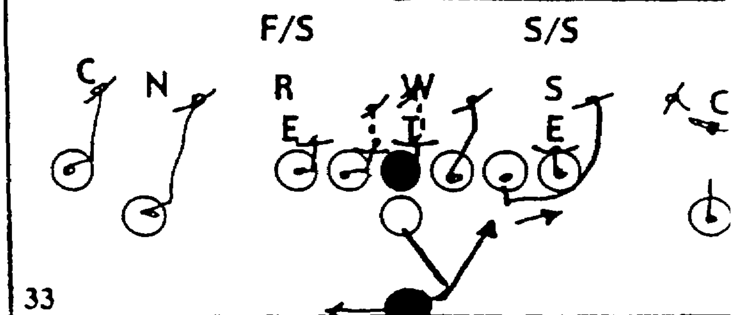
42 Over KC



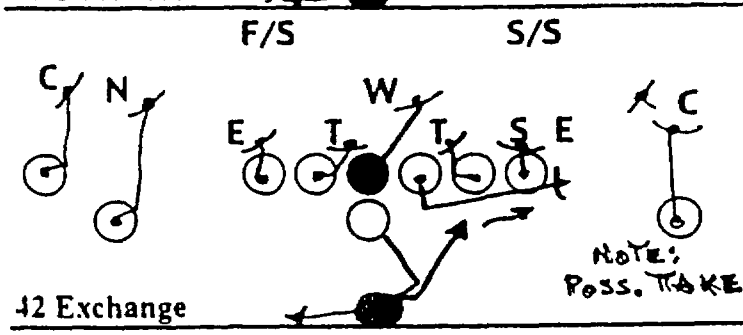
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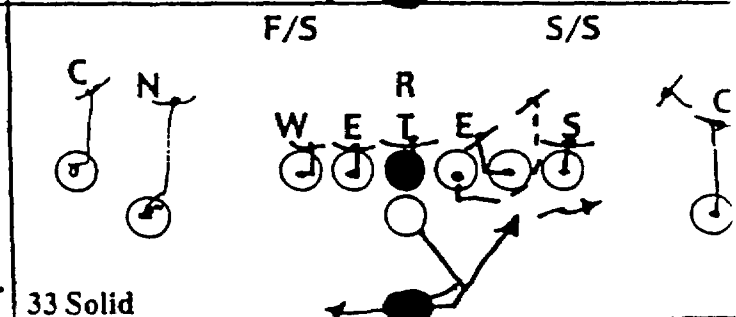
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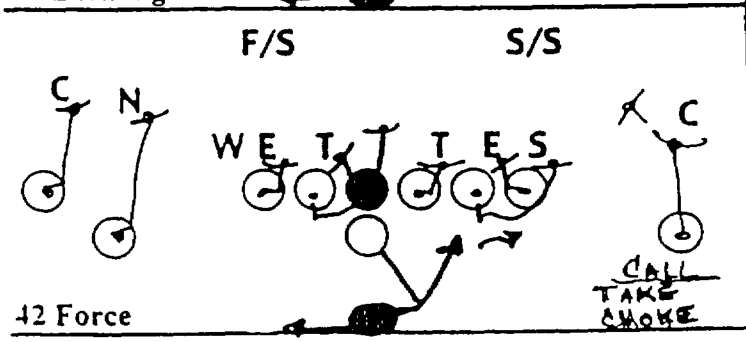
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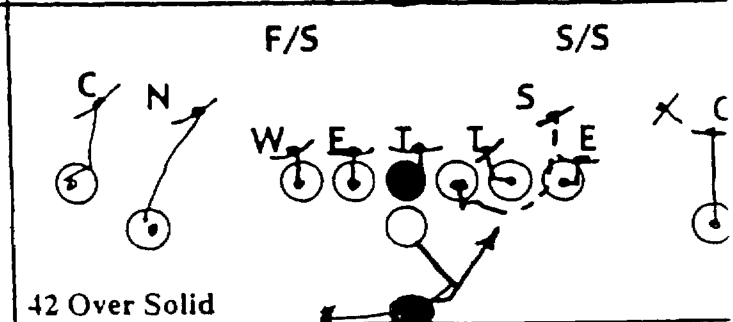
42 Exchange



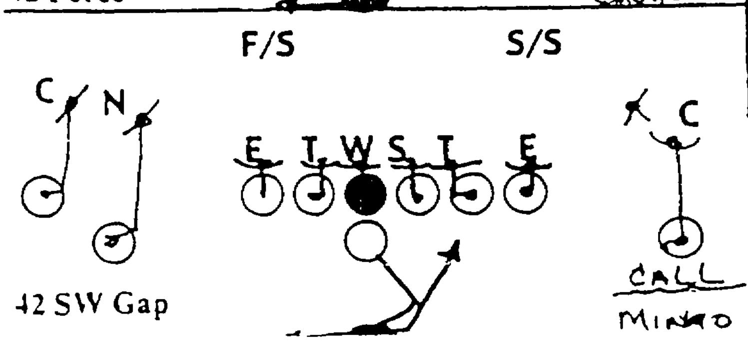
33 Solid



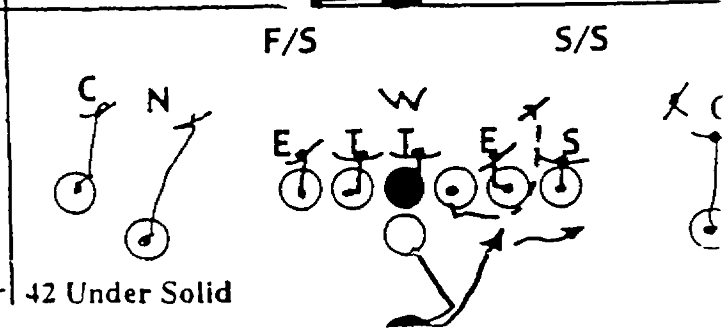
42 Force



42 Over Solid

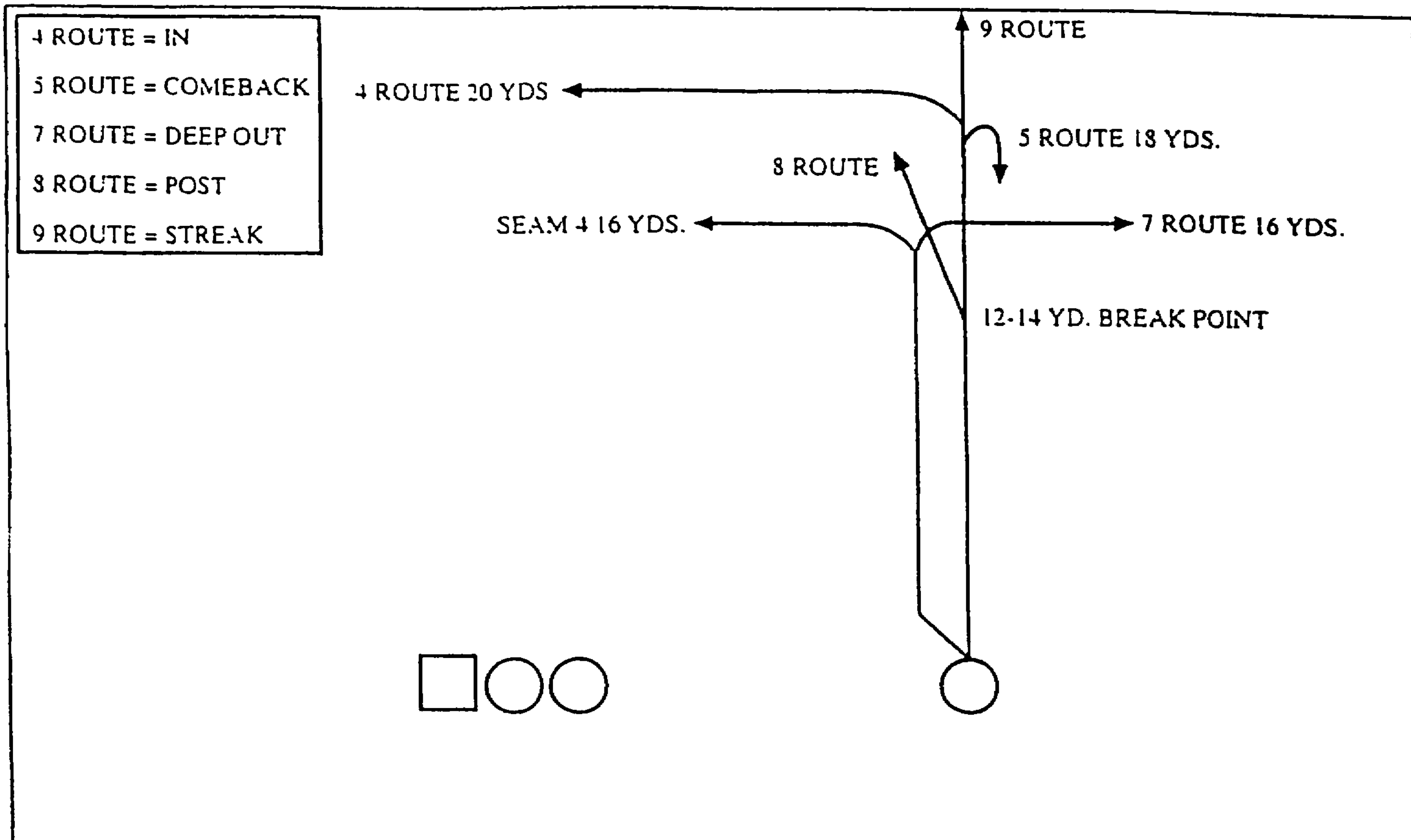


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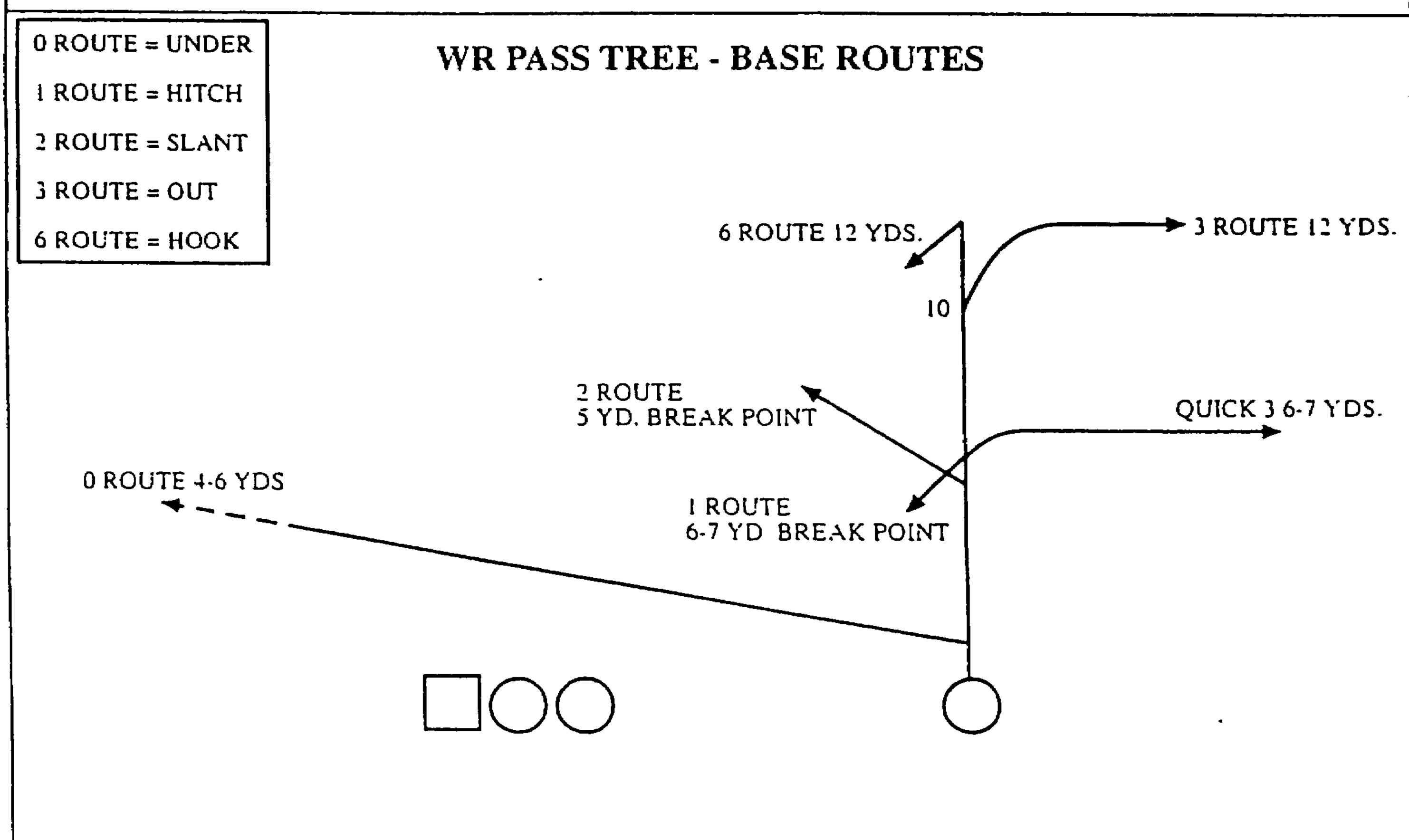


42 Under Solid

WR PASS TREE - BASE ROUTES

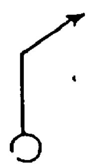
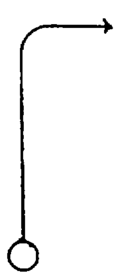


WR PASS TREE - BASE ROUTES



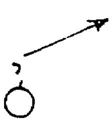
BASIC ROUTE TREE

RECEIVER ROUTE GRID

ROUTE	VISUAL	DEPTH	ADJUSTMENTS	POINTS OF EMPHASIS
1 ROUTE (HITCH)		6 YARDS (4 STEPS)	FADE VS ANY TOUGH CORNER	VS FREE ACCESS ACCELERATE ON A VERTICAL RELEASE TO A 4 STEP DEPTH. PUNCH THE 4TH STEP AND PIVOT TO THE 5TH. BE A STATIONARY TARGET FOR THE Q.B.. DO NOT DRIFT FROM THE BALL. KEEP THE HEAD AND SHOULDERS UPFIELD. FADE ANY TOUGH CORNER.
2 ROUTE (SLANT)		5 YARDS VERTICAL TO BREAK POINT (3 STEPS)	RUN IT ROUTE; STAYS ON VS ALL CORNER ALIGNMENTS	VS FREE ACCESS ACCELERATE ON A VERTICAL RELEASE TO A 3 STEP DEPTH. FINISH THE ANGLE AT 45°. RUN UNDER CONTROL IN ORDER TO BE ABLE TO ADJUST TO A BACK HIP THROW. CROSS THE FACE OF AN INSIDE TECHNIQUE CORNER. VS A TOUGH CORNER ATTACK THE OUTSIDE LEVERAGE OF THE DEFENDER AND WORK BACK INSIDE WITH AN ANGLE TO PROTECT THE THROW.
3 ROUTE (OUT)		12 YARDS (6 STEPS)	FADE VS COVER 2 ROLL CORNER. STAYS ON VS PRESS	VS FREE ACCESS ACCELERATE ON A VERTICAL RELEASE TO A 6 STEP DEPTH. STICK THE 6TH STEP AND SPEED CUT OUT GETTING LATERAL SEPARATION. SNAP THE HEAD AROUND QUICKLY AND GET THE CHIN BACK ON THE BALL. FADE VS A COVER 2 ROLL CORNER. RUN IT VS PRESS
4 ROUTE (IN)		20 YARDS	RUN IT ROUTE STAYS ON VS ALL CORNER ALIGNMENTS. RUN AWAY VS MAN	VS FREE ACCESS ACCELERATE ON A VERTICAL RELEASE TO A DEPTH OF 18 YARDS. ROLL OUT OF THE BREAK TO 20 AND WORK TO THE FIRST WINDOW UNDER CONTROL. STAY FRIENDLY AND MOVE BACK TO THE BALL IN THE AIR. VS ROLL WIDEN THE CORNER ON YOUR RELEASE THEN PUSH FOR VERTICAL DEPTH. FINISH EXPECTING THE BALL WIDE. VS PRESS RUN AWAY AT 16 YARDS DEEP.
5 ROUTE (COMEBACK)		18 YARDS	BURST 7 VS COVER 2 ROLL CORNER STAYS ON VS PRESS	VS FREE ACCESS CORNER. ACCELERATE OFF THE BALL VERTICALLY TO CLOSE THE CUSHION. AT AN 18 YD DEPTH COME OUT OF THE BREAK BY CHANGING DIRECTION SELL THE 9 ROUTE. COME BACK TO THE LOS ON A SEPARATION ANGLE FOR THE QB. VS PRESS. SELL THE VERTICAL ROUTE BEFORE SEPARATION; VS ROLL BURST RELEASE 7. THIS IS NOT A STOP AND GATHER ROUTE KEEP MOVING ON THE TOP OF THE ROUTE. COME BACK TO THE LOS

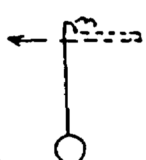
BASIC ROUTE TREE

RECEIVER ROUTE GRID

ROUTE	*VISUAL*	*DEPTH*	*ADJUSTMENTS*	*POINTS OF EMPHASIS*
6 Route (Hook)		12 yards	Run it route stays on vs all corner alignments	Vs free access accelerate on a vertical release to a 12 yd depth. Redirect your hips and return to the QB on a hard angle. Vs a snug inside technique at the top of the break return down the stem away from pressure. Vs Cover 2 widen the corner on your release. Vs Press finish on the move.
7 Route (Deep Out)		16 yards (8 steps)	Run it route stays on vs all corner alignments. Finish based on the corner position. Burst vs tough corner	Vs free access burst release to a vertical path to a 16 yard depth. Stick the top of the route and finish like a 3. Speed cut and get lateral separation. Vs press burst release and finish flat or on a high angle depending on corners position. Vs C/2 roll finish on an angle from 15 to 20 yds.
8 Route (Post)		14 yards at break point (7 steps)	Fade vs any tough corner	Vs free access off outside corner technique, accelerate to a depth of 14 yds (7 steps) on a slight angle at the defenders shoulder. Finish the route up the seam. Vs inside technique stay vertical and cross the defenders face at any angle necessary. Fade any tough corner.
9 Route (Streak)		Close cushion on corner with speed	Run it route stays on vs all corner alignments	Accelerate to close the cushion on the corner. Run the corner down – an outside finish is preferred. If the corner maintains a wide outside relationship, stick him and finish inside. Work your hips in front to stack the DB. Do not fool the QB by double working the route. Leave room in the box on an outside finish.
0 Route (Under)		4-6 yards	Run it route stays on vs all corner alignments	Crossing route to a depth of 4 to 6 yds. Vs zone read drop of LBers. Do what you see in front of you –if a defender is waiting on the other side sit down at the far tight end area or wider. No defender, keep on the move. Vs man run away, you may have to stairstep to get separation

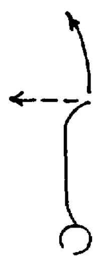
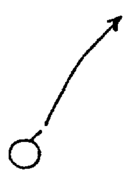
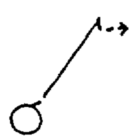
BASIC ROUTE TREE

RECEIVER ROUTE GRID

ROUTE	*VISUAL*	*DEPTH*	*ADJUSTMENTS*	*POINTS OF EMPHASIS*
FLAT		2 YARDS	RUN IT ROUTE STAYS ON VS ALL COVERAGES	2 STEP ROUTE UPFIELD. SPEED CUT OUT AND ACCELERATE TO GET LATERAL SEPARATION. KEEP ON THE MOVE.
1 READ		6 YARDS IF 1 ROUTE (4 STEPS). 5 YARDS (BREAK POINT) IF 2 ROUTE (3 STEPS)	1 ROUTE (HITCH) VS FREE ACCESS. SLANT VS ANY TOUGH CORNER.	RUN REGULAR HITCH (1) VS FREE ACCESS. VS ANY TOUGH CORNER THE ROUTE CONVERTS TO A SLANT (2).
HOOK		15 YARDS	SEAM 4 VS ANY TOUGH CORNER	VERTICAL RELEASE TO A DEPTH OF 10 YDS AND PUSH THE ROUTE WITH AN OUTSIDE FINISH TO A DEPTH OF 15. REDIRECT YOUR HIPS AND COME BACK TO THE QB. VS ANY TOUGH CORNER, CONVERT TO A SEAM 4.
SMASH (2 IN 72 COMBINATION)		6 YARDS	LOOP VS PRESS	VS FREE ACCESS RUN A HITCH. VS COVER 2 PUSH TO A VERTICAL DEPTH OF 6 YDS AND STEP 2 STEPS INSIDE AT THE TOP OF THE ROUTE. MAINTAIN YOUR DEPTH AND WIDTH. VS BUMP AND RUN GET VERTICAL TO A 6 YD DEPTH. SELL THE RUN AWAY TO 4 STEPS AND LOOP BACK OUT. KEEP SEPARATION.
INSIDE (F) POST		5 YARD BREAK POINT	RUN IT ROUTE STAYS ON VS ANY COVERAGE. THE ANGLE ADJUSTS BASED ON THE DEFENDERS POSITION	ANGLE OF ENTRY INTO THE DEFENSE IS AT 5 YDS DEEP ON AN ANGLE SELLING THE FLAT ROUTE. HOLD THE FINISH IN THE SEAM AS THE FLAT DEFENDER EXPANDS IF CONFRONTED TAKE AN ANGLE INSIDE THAT WILL CROSS THE DEFENDERS FACE.

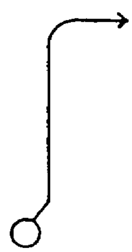
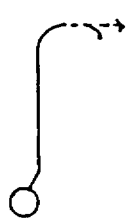
BASIC ROUTE TREE

RECEIVER ROUTE GRID

ROUTE	VISUAL	DEPTH	ADJUSTMENTS	POINTS OF EMPHASIS
ACTION 8		15 YARD BREAK POINT	RUN IT ROUTE STAYS ON VS ALL CORNER ALIGNMENTS	TRUE POST ROUTE. VERTICAL RELEASE TO 15 YARD DEPTH. NEAR FOOT/SHOULDER HINT AND FINISH AT THE NEAR UPRIGHT (HASH). VS PRESS PREFER ON INSIDE RELEASE. KEEP THE ANGLE HIGH AT THE FINISH.
INSIDE 8		10-12 YARD BREAK POINT	MIDDLE OF THE FIELD OPEN RUN POST. MIDDLE OF THE FIELD CLOSED RUN INSIDE 4	MIDDLE OF THE FIELD OPEN VERTICAL RELEASE AND GIVE QB INDICATOR AT 10-12 YARD DEPTH. KEEP THE POST ANGLE HIGH ON THE FAR SIDE OF THE HASH INSIDE THE COVER 2 CORNER. LET THE BALL DETERMINE YOUR INSIDE ANGLE. MIDDLE OF THE FIELD CLOSED RUN AN INSIDE 4 ROUTE. VS ZONE UNDER CONTROL VS MAN RUN AWAY.
CROSSING 8		30 YARDS ON FAR NUMBERS AREA	RUN IT ROUTE STAYS ON VS ALL CORNER ALIGNMENTS	GET ACROSS THE FIELD WITH SPEED AT AN AIMING POINT OF 30 YARDS DEEP ON THE FAR NUMBERS. CROSS A MIDDLE SAFETY'S FACE. THE ANGLE WILL DEPEND ON THE SAFETY POSITION.
INSIDE 6		8-10 YARDS DEPENDING ON PLAY	RUN AWAY VERSUS BUMP AND RUN	INSIDE ANGLE RELEASE TO A DEPTH OF 8-10 YARDS DEPENDING ON THE PLAY CALLED. SIT DOWN AND UNCOVER IN ZONE. RUN AWAY VS MAN BUMP AND RUN.
ACTION 6		15 YARDS	RUN IT ROUTE STAYS ON VS ALL CORNER ALIGNMENTS	VERTICAL RELEASE TO A DEPTH OF 15 YARDS. REDIRECT YOUR HIPS AND WORK BACK TO THE QB. VS INSIDE SNUG CORNER RETRACE YOUR FOOTSTEPS DOWN THE STEM AND LET THE BALL BRING YOU AWAY FROM THE DEFENDER.

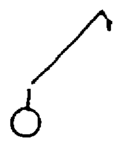
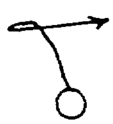
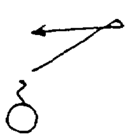
BASIC ROUTE TREE

RECEIVER ROUTE GRID

ROUTE	*VISUAL*	*DEPTH*	*ADJUSTMENTS*	*POINTS OF EMPHASIS*
6 PUMP		12 YARD BREAK POINT	STUTTER MOVE (PUMP) ONLY VS BUMP & RUN. FREE ACCESS RUN NORMAL 6 ROUTE. VS COVER 2 RUN FADE	ACCELERATE VERTICALLY TO A DEPTH OF 12 YARDS. DROP WEIGHT AND REACCELERATE TO A GO ROUTE. SELL THE BREAK WITH YOUR HEAD AND SHOULDERS. WORK FOR OUTSIDE LEVERAGE POSITION – AVOID THE COLLISION BY THE CORNER. FADE VS COVER 2 AND 6 ROUTE STAYS ON VS FREE ACCESS.
SEAM 4		18 YARDS	RUN IT ROUTE STAYS ON VS ALL CORNER ALIGNMENTS	SEAM RELEASE AND PUSH VERTICAL TO A DEPTH OF 18 YARDS. ROLL OUT OF THE BREAK AND CONTINUE INSIDE. EXPECT THE BALL EARLY. VS BUMP RUN AWAY AND SEPARATE WITH SPEED. STAY FRIENDLY. GET YOUR HEAD AROUND QUICKLY AT THE TOP OF THE BREAK. EXPECT THE BALL.
INSIDE 4		12-14 YARDS	RUN IT ROUTE STAYS ON VS ALL COVERAGES. RUN AWAY VS MAN	INSIDE RELEASE PUSH TO A VERTICAL DEPTH OF 12-14 YARDS. VS ZONE COME OUT OF BREAK UNDER CONTROL BUT ON THE MOVE. VS MAN RUN AWAY. STAY FRIENDLY.
7 STOP		15 YARDS ON THE NUMBERS	RUN IT ROUTE STAYS ON VS ALL COVERAGES	OUTSIDE RELEASE FROM A SLOT POSITION. PUSH VERTICALLY TO A 12 YD DEPTH. BURST TO AN ANGLE FOR A 15 YD SPOT ON THE NUMBERS. PUNCH AND PIVOT TO THE QB. WORK BACK TO THE BALL IN THE AIR.
7 PUMP		12 YARD BREAK POINT	RUN IT ROUTE STAYS ON VS ALL COVERAGES	OUTSIDE RELEASE IN SLOT POSITION OR VERTICAL RELEASE FROM PERIMETER. PUSH TO A 12 YARD DEPTH AND FLAT BREAK A 7 CUT. SELL THE OUT MOVE AND TURN IT UPFIELD. AVOID THE COLLISION.

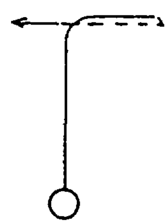
BASIC ROUTE TREE

RECEIVER ROUTE GRID

ROUTE	*VISUAL*	*DEPTH*	*ADJUSTMENTS*	*POINTS OF EMPHASIS*
2 STOP		12 YARDS OVER THE BALL	RUN IT ROUTE STAYS ON VS ALL COVERAGES	INSIDE RELEASE PUSH TO A DEPTH OF 12 YARDS OVER THE BALL. SIT DOWN IN ZONE AND MOVE BACK TO THE BALL. VS MAN STICK AT THE TOP OF THE ROUTE AND RETURN TO THE QB.
PIGEON (SLANT AND GO)		5 YARD BREAK POINT	RUN IT ROUTE STAYS ON VS ALL CORNER ALIGNMENTS	RUN SLANT COURSE – 3 STEP VERTICAL ROUTE AND SELL HARD INSIDE MOVE. REDIRECT HIPS AND RUN A GO COURSE. MOVE FROM THE SAFETY. VS NO CHALLENGE TAKES 3 STEPS INSIDE <u>MAX</u>. VS WALL CORNER, MAKE A SIGNIFICANT HINT INSIDE (MAY ONLY NEED 1 STEP) BEFORE UPFIELD ACCELERATION.
UNDER		6-8 YARDS	RUN IT ROUTE STAYS ON VS ALL COVERAGES	INITIATE ROUTE LIKE A FLAT ROUTE. CLIMB TO A DEPTH OF 4-6 YARDS. PLANT AND PIVOT TOWARD THE LOS AND FINISH BACK INSIDE CLIMBING TO A DEPTH OF 8 YARDS.
ARROW		3-4 YARDS	RUN IT ROUTE STAYS ON VS ALL COVERAGES	INITIATE ROUTE LIKE A FLAT ROUTE. SELL FLAT FOR A FEW STEPS THEN PLANT AND COME BACK INSIDE ON A FLAT ANGLE. DO NOT LOOP.
TEEN		6 YARDS	RUN IT ROUTE STAYS ON VS ALL COVERAGES	BEGIN ROUTE LIKE A ZERO TO A POINT 6 YARDS DEEP OVER THE BALL. PLANT AND PIVOT TOWARD THE LOS AND RETURN BACK THIS IS AN UNDER ROUTE FARTHER INSIDE.

BASIC ROUTE TREE

RECEIVER ROUTE GRID

ROUTE	VISUAL	DEPTH	ADJUSTMENTS	POINTS OF EMPHASIS
SPIN		16 YARDS	RUN IT ROUTE STAYS ON VS ALL COVERAGES	ACCELERATE VERTICALLY TO A DEPTH OF 16 YARDS. FINISH THE BREAK LIKE A 4 ROUTE. TAKE 4 STEPS INSIDE AND RUN A RETURN COURSE. STAY FRIENDLY.
9 STOP		13 YARDS	RUN IT ROUTE STAYS ON VS ALL COVERAGES	ACCELERATE VERTICALLY TO SELL THE 9 ROUTE. BURST AND PUSH AT A 13 YARD DEPTH. WORK DOWN THE STEM AWAY FROM THE COVERAGE DEFENDER.
5 PUMP		12 YARD BREAK POINT. 20 YARD DEPTH	SEAM 7 VS COVER 2	ACCELERATE VERTICALLY TO A 12 YARD DEPTH. BREAK DOWN WITH A STUTTER MOVE. THEN REACCELERATE VERTICALLY UPFIELD. SELL THE STUTTER. DRIVE TO 20 AND FINISH LIKE A REGULAR 5. VS COVER 2 RUN A SEAM 7.

SCRAMBLE RULES

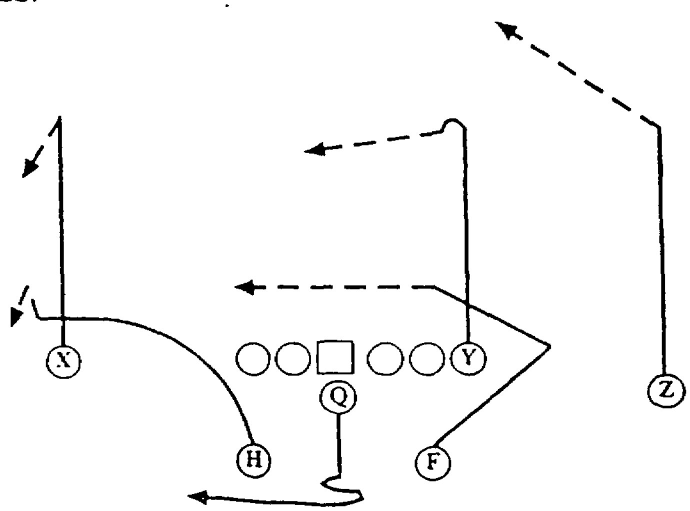
THE SCRAMBLE RULES ARE AN INTEGRAL PART OF THE PASSING GAME AND PROVIDE US AN OPPORTUNITY TO MAKE BIG PLAYS OR, AT THE VERY LEAST, PREVENT US FROM TAKING A LOSS WHEN THE PROTECTION BREAKS DOWN.

EACH PLAYER MUST BE IN SYNC WITH THE QUARTERBACK SO THE ANGLES AND DIRECTION OF THE RECEIVERS WILL BE CONSISTENT. THESE ARE PLANNED AND DETAILED PATHS THAT MUST BE DISCIPLINED AND DESIGNED MUCH LIKE THE ORIGINATING PLAY

EVERY RECEIVER MUST STAY ALIVE ON ALL ROUTES AT ALL TIMES. SOME OF THE BIGGEST PLAYS DURING THE SEASON WILL COME AS A RESULT OF THE QB FINISHING FROM THE POCKET AND OUR RESPONSES BEING ALERT AND AT FULL SPEED TO CREATE SEPERATION FROM THE DEFENDERS.

THE BASIC SCRAMBLE RULES ARE AS FOLLOWS:

1. DEEP PRIMARY OUTSIDE RECEIVERS TO THE SIDE OF THE QB MOVEMENT COME BACK TO THE QB ON A HARD ANGLE.
2. SHALLOW PRIMARY OUTSIDE RFCEIVERS TO THE SIDE OF THE QB MOVEMENT STICK AND GO VERTICAL.
3. FLARE CONTROL RECEIVERS TO THE SIDE OF THE OF THE QB STAIR STEP YOUR DEFENDER AND WORK ON A HARD ANGLE TO THE SIDELINE.
4. ALL BACKSIDE RECEIVERS WORK ON A FRIENDLY ANGLE TOWARD THE DIRECTION THE QB IS SCRAMBLING. FARTHEST BACKSIDE RECEIVER WORK TO POST.
5. DO NOT STAND STILL! KEEP RUNNING AT FULL SPEED. ONCE YOU GET SEPERATION FROM THE DEFENDER - KEEP THE SEPERATION - DO NOT "GLIDE".
6. WORK YOUR ANGLES TOWARD THE LINE OF SCRIMMAGE. DO NOT DRIFT UPFIELD AND ALLOW THE DEFENDER THE OPPORTUNITY TO COME UNDERNEATH YOU ON CROSSING ROUTES.



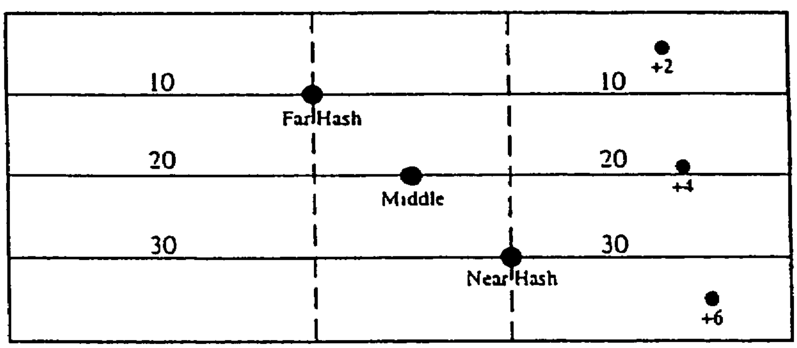
<u>WIDE RECEIVER SPLIT RULES – 1999</u>

Split rules for the wide receivers fall into two basic categories:

1. Splits that move according to the location of the ball:
   a. Basic
   b. Plus (+2)
   c. Minus (-2)
   d. Edge
2. Splits that are based on a specified distance from an adjacent offensive player and remain constant regardless of the location of the ball:
   a. Close
   b. Zero (Nasty)
   c. Tight

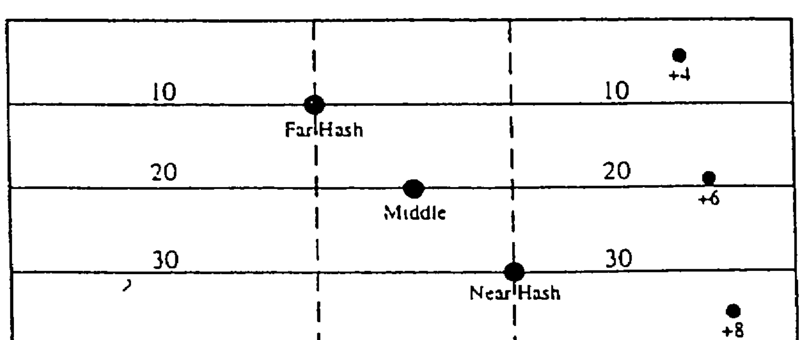
<u>Basic Split</u>

Ball on the far hash – align 2 yards outside the numbers
Ball in the middle – align 4 yards outside the numbers
Ball on the near hash – align 6 yards outside the numbers



<u>Plus (+2) Split</u> (align 2 yards wider than basic split)

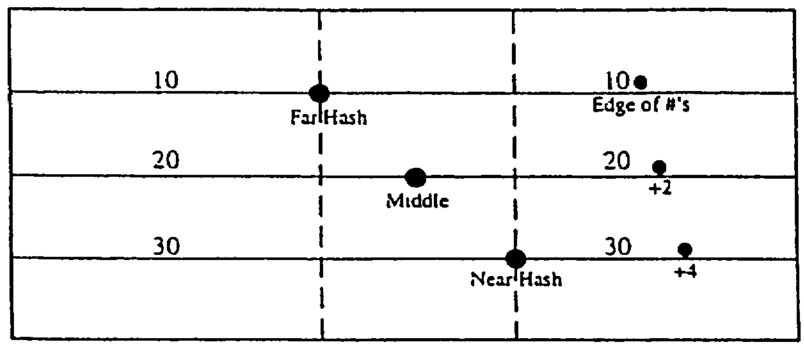
Ball on the far hash – align 4 yards outside the numbers
Ball in the middle – align 6 yards outside the numbers
Ball on the near hash – align 8 yards outsdie the numbers



WR SPLIT RULES con't

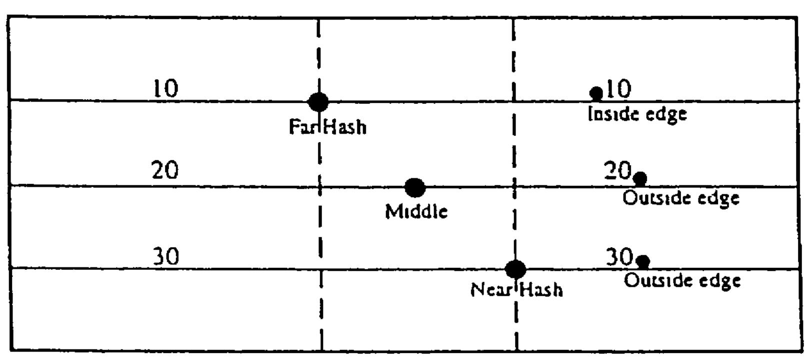
Minus (-2) Split (align 2 yards tighter than basic split)

Ball on far hash – align on outside edge of numbers
Ball in middle – align 2 yards outside the numbers
Ball on near hash – align 4 yards outside the numbers



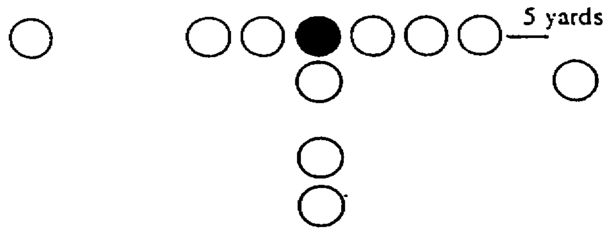
Edge Split (align on number edges based on the ball)

Ball on far hash – align on inside edge of the numbers
Ball in the middle – align on the outside edge of the numbers
Ball on the near hash – align on the outside edge of the numbers

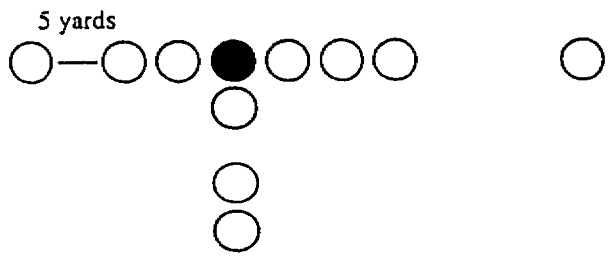


WR SPLIT RULES con't

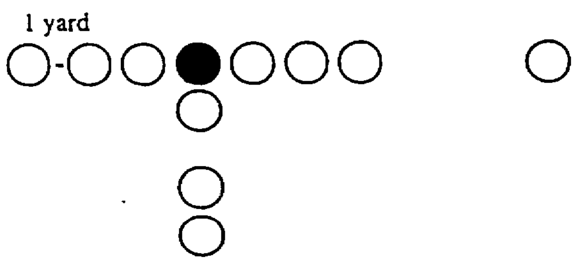
Close Split (5 yards outsdie tight end's alignment)



Zero (Nasty) Split (5 yards outside weak tackle's alignment)



Tight Split (tight end positions 1 yard outsdie weak tackle)



BASIC RUN BLOCKING RULES
FOR WIDE RECEIVERS

SLOT FORMATION RUNS - VARIED SPLITS

1 On all runs the outside receiver on the slot side will block MAN OVER regardless of the hole or the run direction.

2. On all runs the inside receiver on the slot side will block MDM if the run is toward you and convoy if the run is away.

3. On all runs the single side receiver will block MDM if the run is toward you and convoy if the run is away.

   * Some exceptions to the slot rules will occur with special situations, game plan preparation and specific fronts. As with the normal formation runs, they will be handled on an individual basis.

BASIC SCREEN RULES
FOR WIDE RECEIVERS

1. Run the routes called in conjunction with the screen

   Scat 839 HB Leo
   Rip 085 HB Roger
   Ace 940 HB Screen

2. Turn upfield or work crossfield to block the first color that shows.

BASIC REVERSE-AROUND RULES
FOR WIDE RECEIVERS

1 On all AROUNDS, the QB will hand the ball to the receiver.

   Fake Bob Z Around

2 On all REVERSES the ball will be handed to the receiver by someone other than the QB.

   Fake Toss X Reverse

BASIC RUN BLOCKING RULES
FOR WIDE RECEIVERS

NORMAL FORMATION RUNS - NUMBERS AREA SPLIT

1. On all runs to the 10 thru 70 holes: block MDM if the run is toward you (X or Z).

2. On all runs to the 10 thru 70 holes: block CONVOY if the run is away from you (X or Z).

3. On all runs to the 80 or 90 holes strongside: block the MAN OVER if the run is toward you (Z).

   80/90 Pitch
   80/90 Take

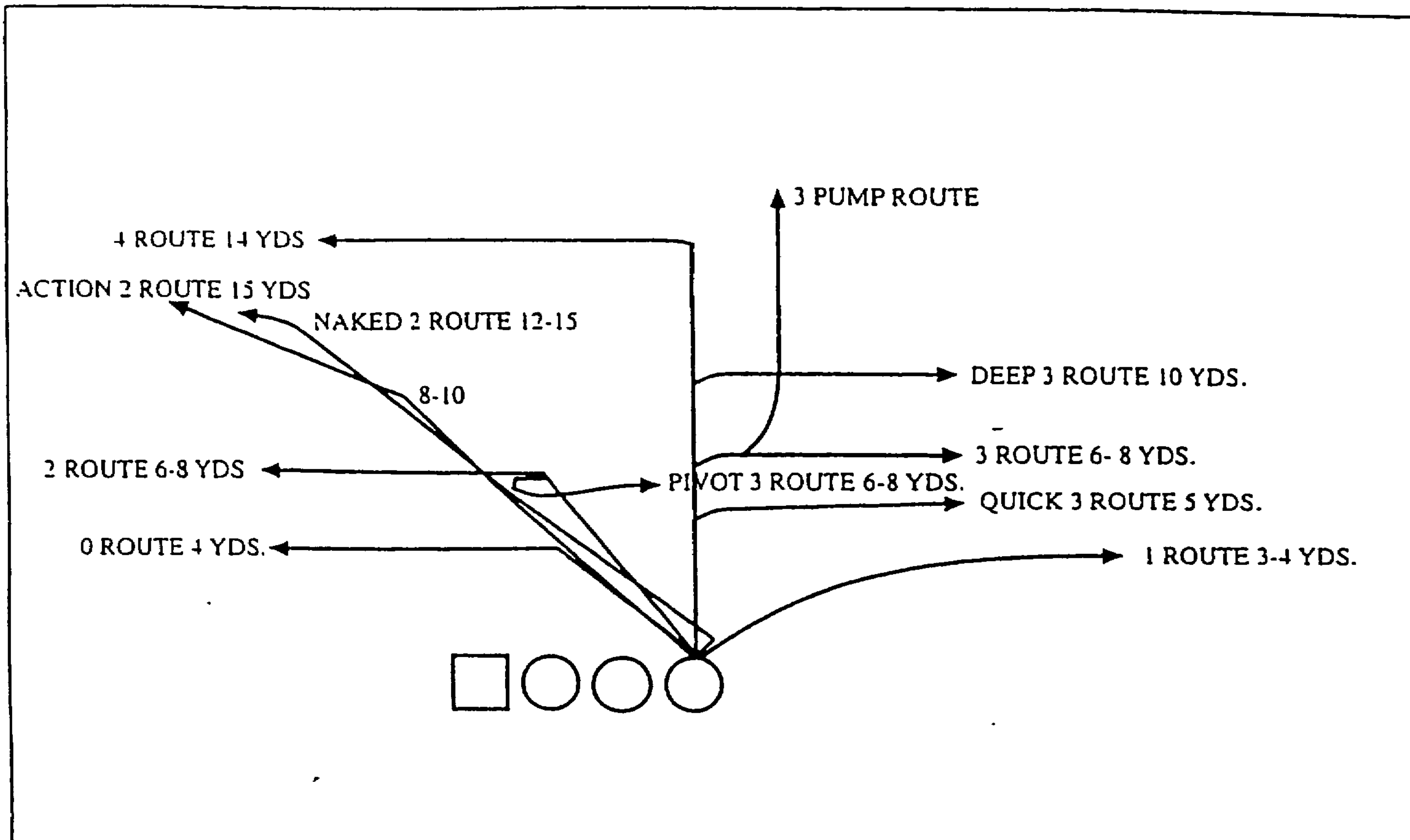
4. On all runs to the 80 or 90 holes weakside: block the MDM if the run is toward you (X).

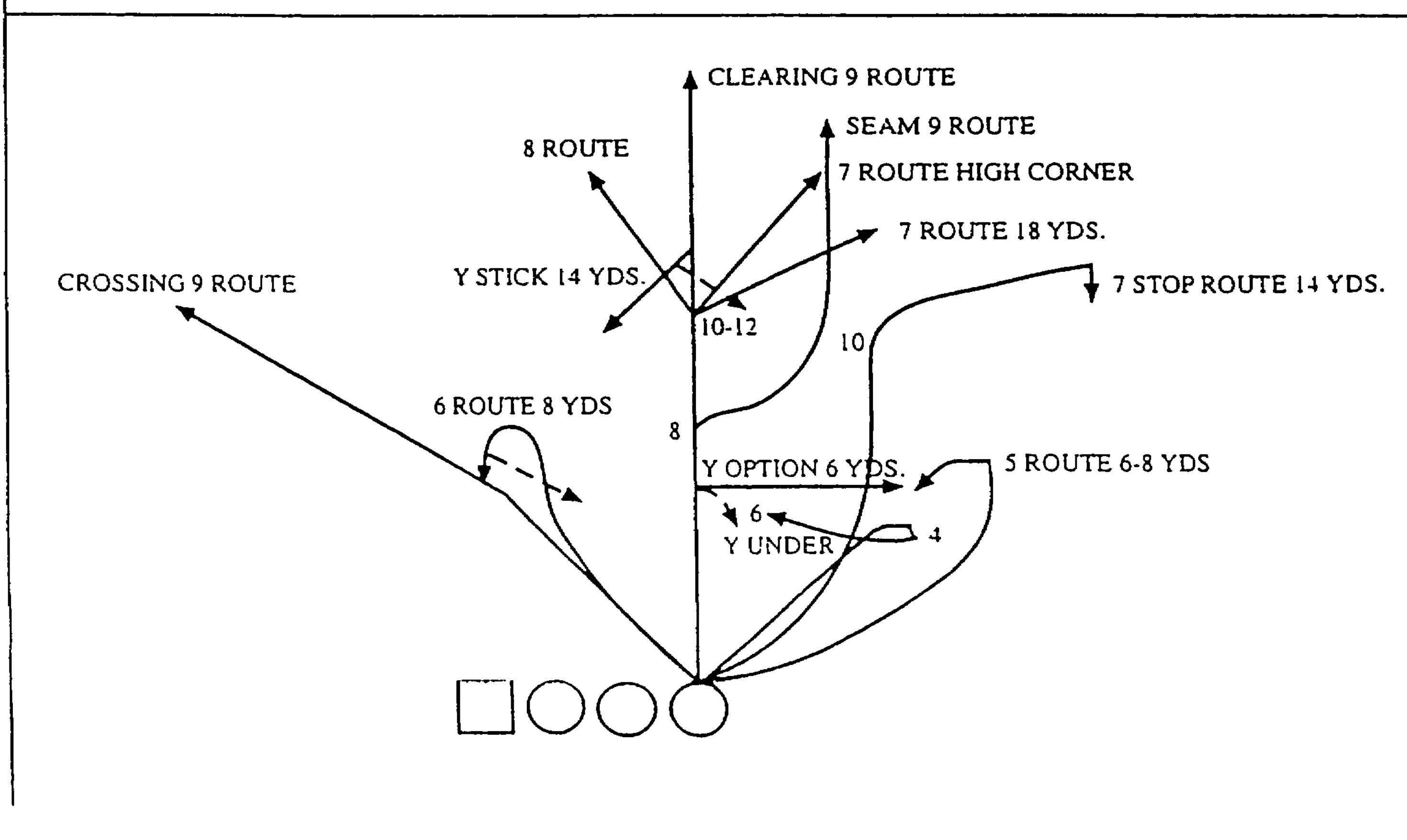
   90/80 Toss

5. On all runs to the 80 or 90 holes: block CONVOY if the run is away from you (X or Z).

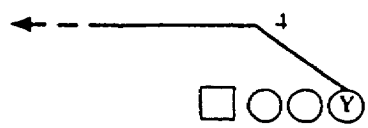
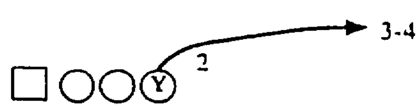
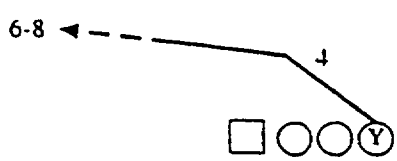
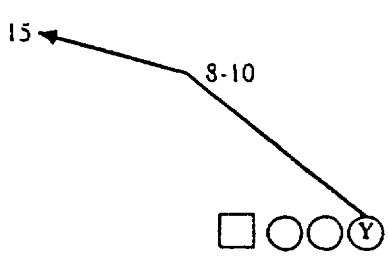
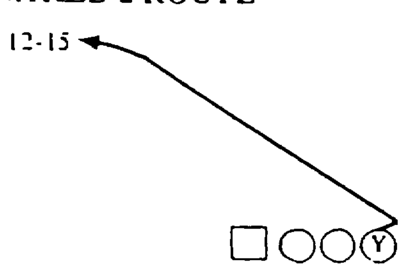
   *Some exceptions to these rules will occur with specific fronts, game plan preparation or special situation runs. These adjustments will be handled independently as they arise.

TE PASS TREE

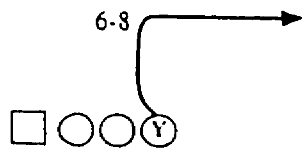
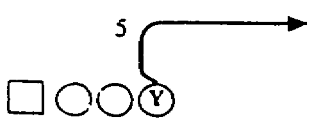
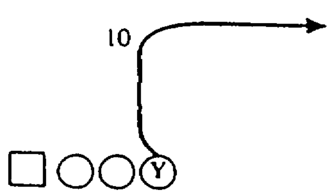
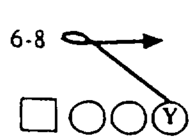
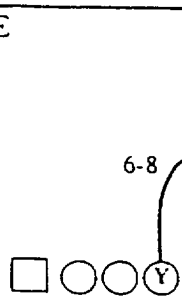

3 PUMP ROUTE
4 ROUTE 14 YDS
ACTION 2 ROUTE 15 YDS
NAKED 2 ROUTE 12-15
DEEP 3 ROUTE 10 YDS.
8-10
3 ROUTE 6- 8 YDS.
2 ROUTE 6-8 YDS
PIVOT 3 ROUTE 6-8 YDS.
QUICK 3 ROUTE 5 YDS.
0 ROUTE 4 YDS.
1 ROUTE 3-4 YDS.


CLEARING 9 ROUTE
SEAM 9 ROUTE
8 ROUTE
7 ROUTE HIGH CORNER
7 ROUTE 18 YDS.
CROSSING 9 ROUTE
Y STICK 14 YDS.
7 STOP ROUTE 14 YDS.
10-12
10
6 ROUTE 8 YDS
8
Y OPTION 6 YDS.
5 ROUTE 6-8 YDS
6
Y UNDER
4

TE PASS ROUTES

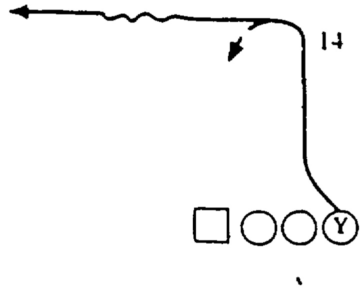
0 ROUTE - SHALLOW CROSS  	• CROSSING ROUTE NO DEEPER THAN 4 YDS. • ZONE - INSIDE RELEASE ANGLE IN TOWARDS FRONTSIDE LB AND BREAK UNDER HIM. RUN PAST BACKSIDE TACKLE BOX. FIND THE OPEN AREA. KEEP YOURSELF OPEN. • MAN - INSIDE RELEASE PUSH UP FIELD NO DEEPER THAN 4 YDS. BREAK INSIDE AND SEPARATE • CATCH. CLUTCH. CONVERT
1 ROUTE - FLAT  	• ZONE - OUTSIDE RELEASE PUSH UP FIELD 2 YDS. GAINING WIDTH AND DEPTH TO 3-4 YDS. (DEPTH DETERMINED BY COMBO ROUTE) SIT DOWN 3 YDS. FROM SIDELINE IF BALL HAS NOT BEEN THROWN. • MAN - OUTSIDE RELEASE GIVE A GOOD HEAD SHOULDER FAKE. BREAK OUT AND RUN AWAY. • FOCUS ON BALL. • CCC
2 ROUTE - CROSS  	• CROSSING ROUTE 6-8 YDS. DEEP. • ZONE - INSIDE RELEASE ANGLE IN TOWARDS FRONTSIDE LB GAINING DEPTH TO 4 YDS. BREAK INSIDE AFTER CROSSING THE BACKSIDE TACKLE BOX FIND THE OPEN AREA. KEEP YOURSELF OPEN. • MAN - INSIDE RELEASE PUSH UP FIELD 6-8 YDS. AND BREAK INSIDE. SEPARATE
ACTION 2 ROUTE  	• INSIDE RELEASE • ANGLE INSIDE PUSHING UP FIELD 8-10 YDS • AFTER CROSSING BALL ANGLE TO 15 YDS. • EXPECT TO CATCH BALL AROUND OPPOSITE HASH • ZONE - THROTTLE DOWN • MAN - KEEP GOING • FOCUS ON BALL
NAKED 2 ROUTE  	• INFLUENCE STEP. INSIDE RELEASE • ANGLE INSIDE GRADUALLY GAINING DEPTH TO 12-15 YDS. • GET TO OPPOSITE NUMBERS. • IF BALL IS NOT THROWN STOP AT NUMBERS AND KEEP YOURSELF OPEN • FOCUS ON BALL.

TE PASS ROUTES

3 ROUTE - OUT 	• 6-8 YD OUT • ZONE - INSIDE RELEASE PUSH VERTICALLY 6-8 YDS. SPEED CUT OUT. PULL - UP ONLY IF DEFENDER IS IN IMMEDIATE LINE. • MAN - INSIDE RELEASE HEAD, SHOULDER FAKE INSIDE AND BREAK OUT. SEPARATE DO NOT ALLOW DEFENDER TO BREAK UNDER ROUTE. • CCC
QUICK 3 ROUTE 	• 5 YD OUT • ZONE - INSIDE RELEASE PUSH VERTICALLY 5 YDS. SPEED CUT OUT. • MAN - INSIDE RELEASE HEAD, SHOULDER FAKE INSIDE AND BREAK OUT. SEPARATE • CCC
DEEP 3 ROUTE 	• 10 YD. OUT • ZONE - INSIDE RELEASE PUSH VERTICALLY 10 YDS. SPEED CUT OUT. • MAN - INSIDE RELEASE HEAD, SHOULDER FAKE INSIDE AND BREAK OUT. SEPARATE DO NOT ALLOW DEFENDER TO BREAK UNDER ROUTE. • CCC
PIVOT 3 ROUTE 	• INSIDE RELEASE • ANGLE OVER ONSIDE GUARD • PUSH UP FIELD 6-8 YDS. • PLANT WITH INSIDE FOOT AND PIVOT OUTSIDE. • STAY FLAT AFTER PIVOT. • CCC
3 PUMP ROUTE 	• INSIDE RELEASE • PUSH VERTICALLY 6-8 YDS • ROLL OUTSIDE 1 1/2 STEPS, SELL 3 ROUTE • ANGLE UP FIELD STAYING ON THE INSIDE EDGE OF NUMBERS • MFO - ANGLE IN TOWARDS MIDDLE (SLICE) • MFC - STAY ON INSIDE EDGE OF NUMBERS • FOCUS ON BALL

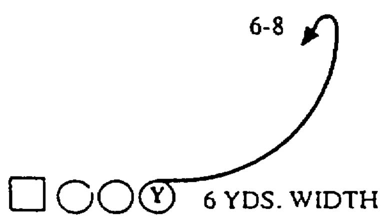
TE PASS ROUTES

4 ROUTE



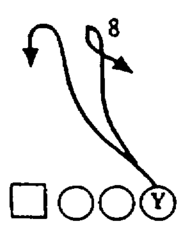
- 14 YD CROSSING ROUTE
- INSIDE RELEASE
- PUSH VERTICALLY 14 YDS.
- SPEED CUT INSIDE
- ZONE - COME OUT OF BREAK UNDER CONTROL. FIND OPEN AREA
  LOCATE QB
- MAN - GOOD FAKE OUTSIDE THAN BREAK INSIDE AND SEPARATE. STAY FRIENDLY.
- CCC

5 ROUTE - WIDE HOOK



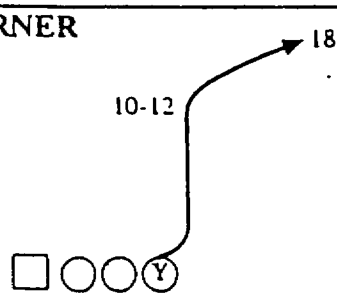
- OUTSIDE RELEASE
- GET WIDTH OF 6 YDS. WHILE WORKING UP FIELD
- 6-8 YDS.
- TURN INSIDE. SNAP IT DOWN.
- LOCATE QB FACE UP TARGET.
- CCC

6 ROUTE - HOOK



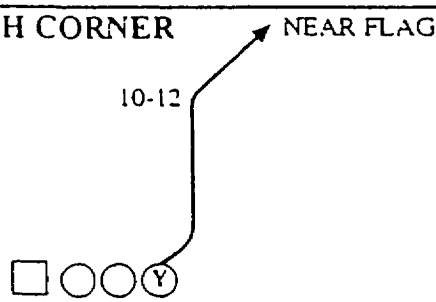
- INSIDE RELEASE
- ZONE - PUSH UP FIELD 8 YDS. READ ONSIDE LB.
  AT TOP OF STEM PLANT WITH OUTSIDE FOOT AND SNAP IT DOWN OR COME BACK TO QB AT A 45 DEGREE ANGLE. FIND OPEN AREA.
  IF WALLED SLIDE OUTSIDE. GET OPEN.
- MAN - AT TOP OF STEM PLANT AND RETRACE STEM.
- LOCATE QB. FACE UP TARGET.
- CCC

7 ROUTE - CORNER



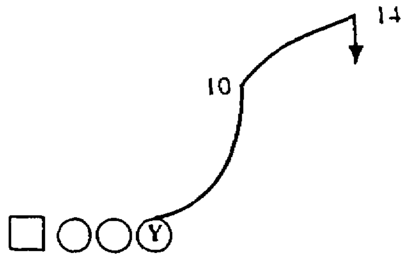
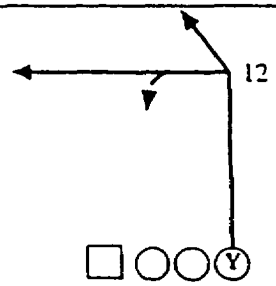
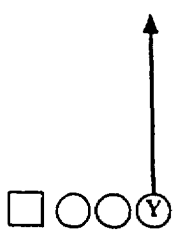
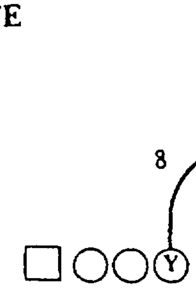
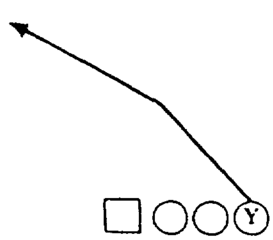
- BEST RELEASE - PREFER OUTSIDE RELEASE EXCEPT FIRE PASS.
- PUSH VERTICALLY 10-12 YDS.
  PLANT WITH INSIDE FOOT WITH A GOOD HEAD NOD
- ANGLE OUT TO 18 YDS.
- FOCUS ON BALL

7 ROUTE - HIGH CORNER

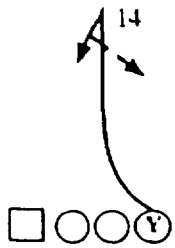
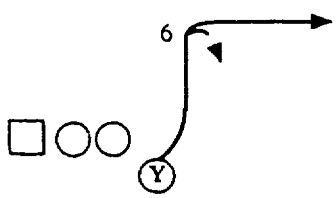
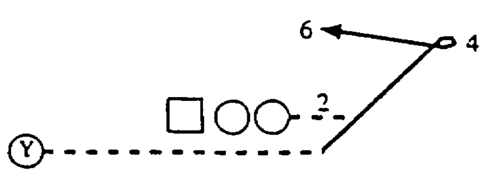


- PUSH VERTICALLY 10-12 YDS
- ANGLE TO NEAR FLAG OF END ZONE
- IN RED ZONE ANGLE TO BACK FLAG OF END ZONE

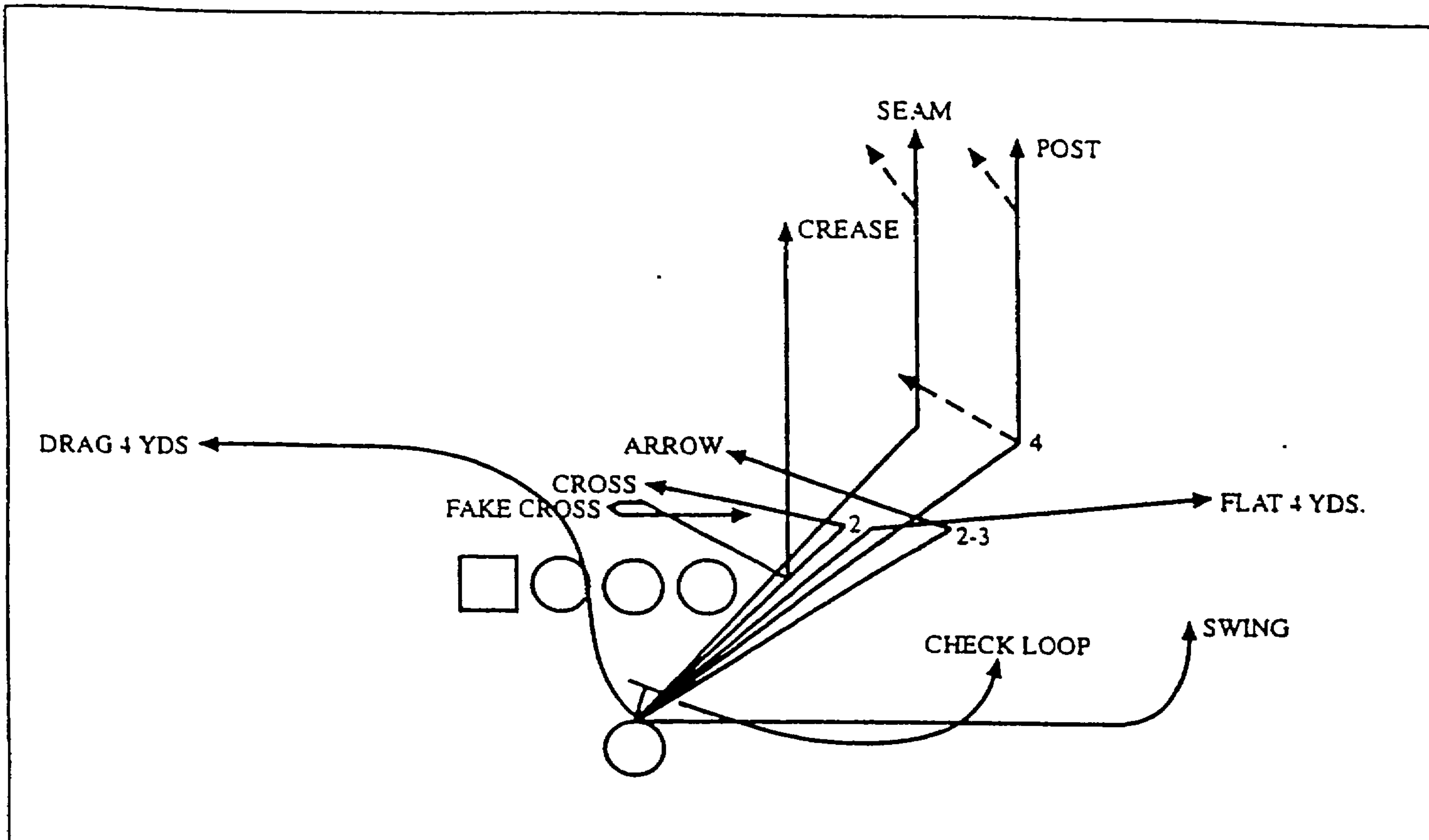
TE PASS ROUTES

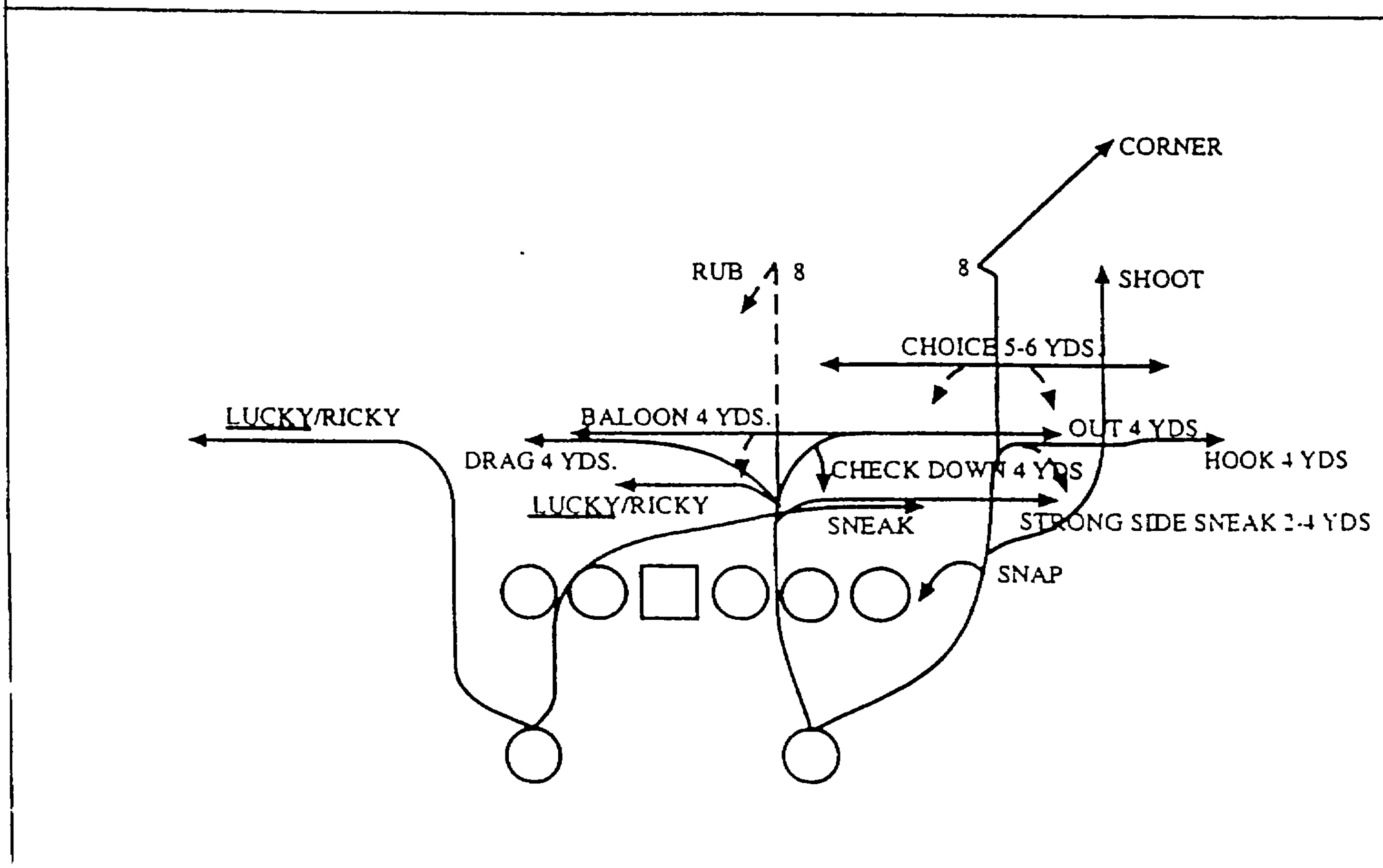
7 STOP ROUTE 	• OUTSIDE RELEASE • PUSH VERTICALLY 10 YDS. SPEED CUT OUT TO 14 YDS TO INSIDE EDGE OF NUMBERS. • PLANT AND ANGLE BACK TO QB. • LOCATE QB. FACE UP TARGET. • CCC
8 ROUTE 	• BEST RELEASE • MFO - PUSH VERTICALLY 12 YDS. ANGLE IN TOWARDS NEAREST UPRIGHT. • MFC - TURNS INTO 4 ROUTE BREAK INSIDE. FIND THE OPEN AREA. IF FIRST WINDOW IS CLOSED CONTINUE ONTO NEXT WINDOW UNDER CONTROL. • MAN - RUN AWAY. STAY FRIENDLY. • FOCUS ON BALL. • CCC
CLEARING 9 ROUTE 	• BEST RELEASE • SEPARATE • MFO - MAINTAIN HASH INTEGRITY. LOOK FOR BALL. • MFC - CLEAR OUT COVERAGE. • FOCUS ON BALL.
SEAM 9 ROUTE 	• BEST RELEASE • PUSH VERTICALLY 8 YDS • ROLL OUTSIDE SELLING THE 3 ROUTE. • HIT INSIDE EDGE OF NUMBERS AND TURN UP FIELD. • MFO - WHEN RUNNING UP FIELD ON INSIDE EDGE OF NUMBERS ANGLE IN TOWARDS NEAREST UP RIGHT. "SLICE". • FOCUS ON BALL.
CROSSING 9 ROUTE 	• INSIDE RELEASE • LOCKED IN POST ROUTE. • FULL SPRINT • FORCE COVERAGE DEFINITION • ZONE - THROTTLE • MAN - KEEP GOING. RUN AWAY • FOCUS ON BALL.

TE PASS ROUTES

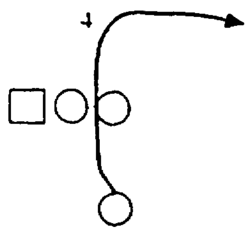
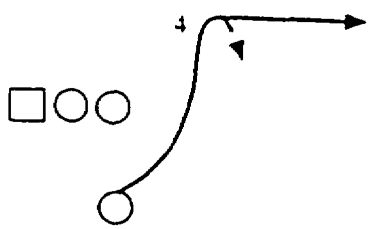
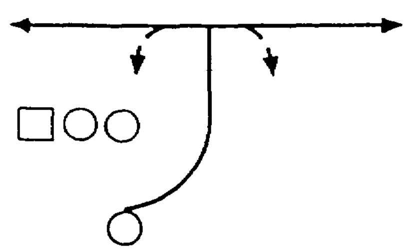
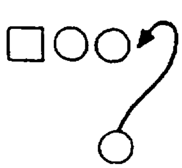
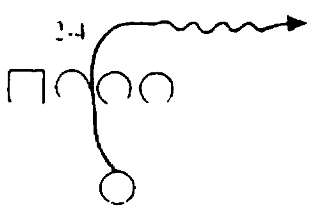
Y STICK  	• BEST RELEASE • PUSH VERTICALLY 14 YDS. • ZONE - ANGLE BACK TO QB. • MAN - AT THE TOP OF STEM PLANT AND SLIDE OUTSIDE. • VS. BLITZ - HOOK UP AT 8 YDS. • LOCATE QB. FACE UP TARGET. • CCC
Y OPTION  	• BEST RELEASE • MAN - PUSH UP FIELD 6 YDS. GOOD HEAD. SHOULDER FAKE INSIDE AND BREAK OUT. • ZONE - TURN OUTSIDE. FIND OPEN AREA. • IF HOT BREAK OUT AT 4 YDS • LOCATE QB. FACE UP TARGET. • CCC
Y UNDER  	• GO PAST ORIGINAL TE ALIGNMENT 2 YDS. ANGLE UP FIELD TO 4 YDS. • PIVOT. UNDER CUT COVERAGE GAINING GROUND TO 6 YDS. • EXPECT TO CATCH THE BALL OVER THE ORIGINAL TE ALIGNMENT. • LOCATE QB • CCC

H/F PASS TREE


SEAM
POST
CREASE
DRAG 4 YDS
ARROW
4
CROSS
FAKE CROSS
2
FLAT 4 YDS.
2-3
CHECK LOOP
SWING

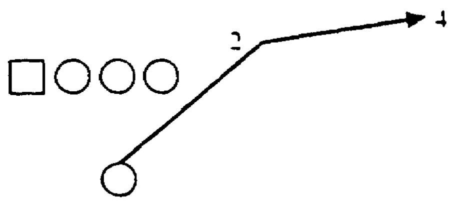

CORNER
RUB
8
8
SHOOT
CHOICE 5-6 YDS.
LUCKY/RICKY
BALOON 4 YDS.
OUT 4 YDS
DRAG 4 YDS.
CHECK DOWN 4 YDS
HOOK 4 YDS
LUCKY/RICKY
SNEAK
STRONG SIDE SNEAK 2-4 YDS
SNAP

H/F BACK ROUTES

OUT  	• INSIDE RELEASE • SPRINT UP FIELD • CLEAR THE T/Y BOX. • PUSH TO 4 YDS. • READ DEFENSE - "SNAKE EYES" • ZONE - THROTTLE DOWN • MAN - RUN AWAY • LOCATE BALL - FOCUS • CCC
HOOK  	• SPRINT UP FIELD. • CLEAR THE T/Y BOX. • PUSH TO 4 YDS. • READ DEFENSE - "SNAKE EYES" • ZONE - HOOK OUTSIDE AND SIT. • MAN - STICK AND BREAK OUT. RUN AWAY. • STAY FRIENDLY • LOCATE BALL - FOCUS • CCC
CHOICE  	• SPRINT UP FIELD. • CLEAR THE T/Y BOX. • PUSH TO 5-6 YDS. • READ DEFENSE - "SNAKE EYES" • AVOID JAM. RE - SIT. • BREAK IN. OUT OR HOOK. • DO NOT HESITATE - READ ON RUN. • LOCATE BALL - FOCUS • CCC
SNAP  	• CLEAR T/Y BOX. • AT LOS "SNAP" - INSIDE SIT DOWN. • LOCATE BALL - FOCUS • CCC
STRONG SIDE SNEAK  	• CHECK BEST RELEASE THROUGH LOS • PUSH UP FIELD 2-4 YDS. AND DRIFT OUTSIDE • "SNAKE EYES" • SHAKE AND BREAK OUTSIDE. • LOCATE BALL - FOCUS • CCC

H/F BACK ROUTES

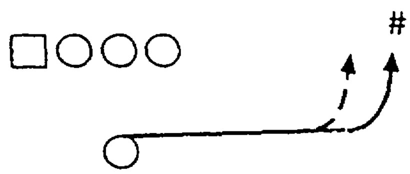
FLAT



- EXPLODE - FULL SPEED
- AIM OUTSIDE Y 2X2
- GAIN GROUND TO 4 YDS
- HOLD COURSE TO SIDELINE/SETTLE
- STICK OUT OF BREAK VS MAN
- STAIRSTEP TO PREVENT UNDERCUT
- FOCUS ON BALL OUT OF BREAK.

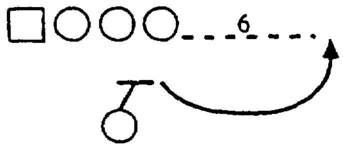
* CATCH, CLUTCH, CONVERT

SWING



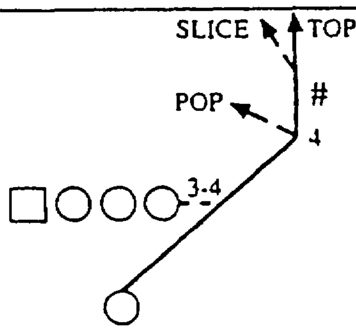
- EXPLODE - OPEN SPRINT
- AIM WIDE SIDE- 2 YDS INSIDE NUMBERS
- AIM SHORT SIDE - THROUGH NUMBERS.
- TURN UP VERTICALLY.
- FOCUS ON BALL PLACEMENT.
- ONE YD. FROM LOS.
- CCC

CHECK LOOP



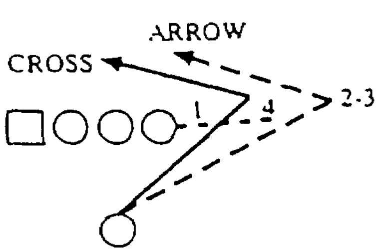
- CHECK RELEASE LOSE 1 YD.
- AIM - 6 YDS. OUTSIDE Y BOX
- TURN UP VERTICALLY.
- FOCUS ON BALL PLACEMENT.
- CCC

POST



- READ ROUTE
- EXPLODE - READ ON THE RUN.
- AIM 1 YD INSIDE NUMBERS 4 YDS. DEEP.
- WORK OFF SEAM DEFENDER.
- OPPOSITE 1 - "POP" VS. WIDE DEFENDER.
- OPPOSIDE 2 - "TOP" VS WALL DEFENDER.
- OPPOSITE 3 - "SLICE" VS SQUAT DEFENDER.
- MFO - MIDDLE OF FIELD OPEN - THIN POST
- MFC - MIDDLE OF FIELD CLOSED - VERTICAL
- CCC

CROSS - ARROW



CROSS

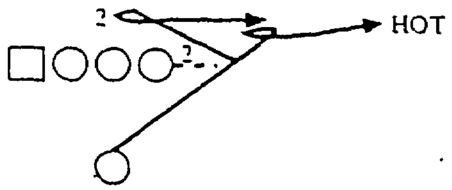
- AIM 1 YD OUTSIDE Y BOX AND 2-3 YDS UP FIELD
- PLANT AND UNDERCUT THE DEFENDER.
- BALL CAUGHT OVER TACKLE BOX.

ARROW

- AIM 4 YDS. OUTSIDE Y BOX AND 2-3 YDS UP FIELD
- PLANT AND UNDERCUT THE DEFENDER.
- SELL THE FLAT
- BREAK AT APPROXIMATELY 30 - 40 DEGREE ANGLE
- MFO - ADJUST VERTICALLY.
- AVOID 2ND DEFENDER - DO NOT SLOW UP
- CCC

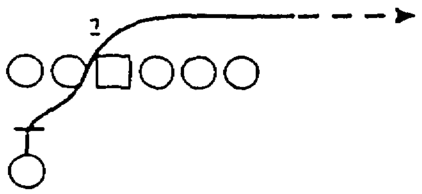
H/F BACK ROUTES

FAKE CROSS



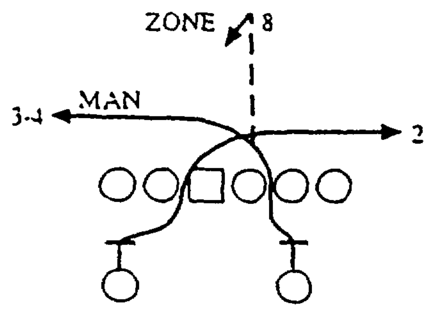
- THINK CROSS - SELL IT
- PLANT - TAKE 2 STEPS IN AND PIVOT OUT.
- BREAK FLAT - PARALLEL TO LOS.
- STAY FRIENDLY
- ALERT BLITZ OR DOG - "HOT"- NOD AND BREAK.
- CCC

SNEAK



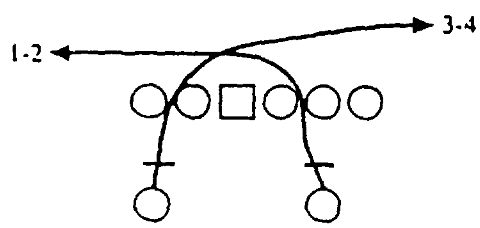
- CHECK RELEASE
- BEST RELEASE (B PREFERRED)
- ALERT "SNAKE EYES"
- PUSH UPFIELD 2 YDS.
- SHAKE DEFENDER AND BREAK INSIDE.
- VS ZONE - THROTTLE 6-7 YDS. OUTSIDE TACKLE BOX.
- VS MAN - RUN AWAY. STAIR STEP.
- CCC

RUB



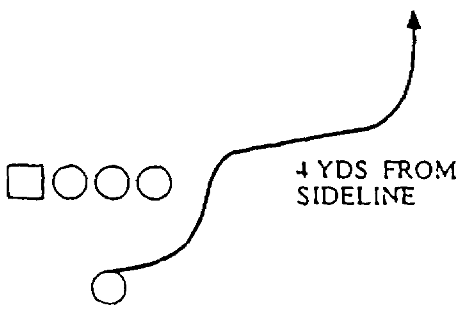
- RUB OFF PIVOT ROUTE.
- ALERT "SNAKE EYES"
- BEST RELEASE
- PUSH UPFIELD 3-4 YDS.
- SHAKE AND BREAK INSIDE.
- ZONE/MAN READ
- CCC

BACKS CROSS



- F - BEST RELEASE 3 YDS. DEPTH.
- BREAK INSIDE (CRISS - CROSS)
- H - BEST RELEASE 1-2 YDS. DEPTH
- BREAK INSIDE (CRISS - CROSS)
- ZONE/MAN READ
- CCC

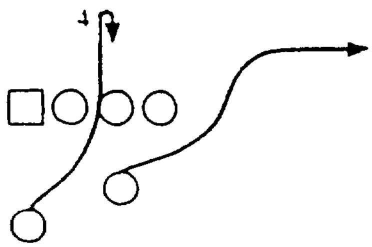
SHOOT



- SELL FLAT ROUTE - LOOK FOR BALL
- AIM TOWARD NUMBERS GAINING 2 YDS DEPTH
- BREAK VERTICALLY 4 YDS FROM SIDELINE.
- GAIN DEPTH AND WIDTH AS YOU GO
- KEEP 5 YD BOX FROM SIDELINE
- ADJUST TO FLIGHT OF BALL.
- FOCUS AND FUNNEL BALL IN
- KEEP FEET IN BOUNDS

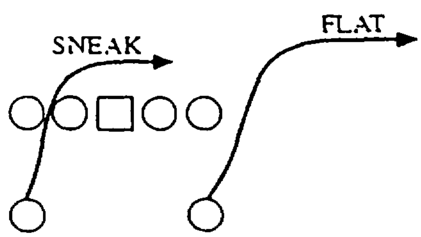
H/F BACK ROUTES

CHECK DOWN



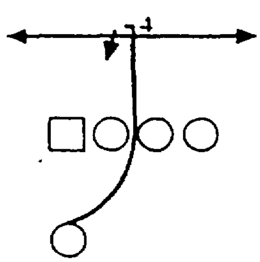
- PLAY FAKE - SELL RUN
- SIFT THROUGH LOS.
- AT 4 YDS. TURN OUTSIDE AND SIT DOWN
- FOCUS ON BALL
- CCC

LUCKY/RICKY



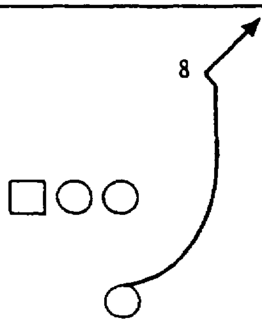
- PLAY FAKE - SELL RUN
- BOTH BACKS FILTER THROUGH LOS.
- BOTH BACKS BREAK IN DIRECTION CALLED. (LUCKY/RICKY)
- BACKS RUN SNEAK AND FLAT.
- RUN AWAY FROM DEFENDER.
- LOCATE QB - FOCUS ON BALL.
- CCC

BALOON



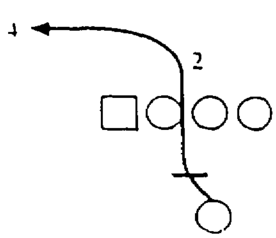
- INSIDE CHOICE ROUTE.
- RELEASE THROUGH LOS.
- ALERT "SNAKE EYES"
- PUSH VERTICALLY 4 YDS.
- MAN/ZONE - 3 WAY READ
- LOCATE QB - FOCUS ON BALL.
- CCC

CORNER



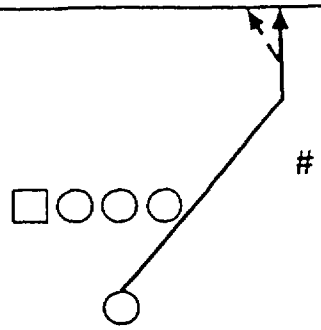
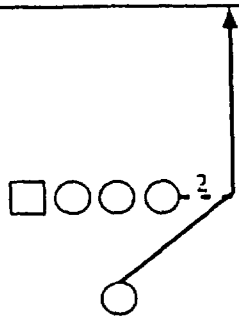
- PUSH VERTICALLY 8YDS. - SELL SEAM ROUTE
- NOD AND BREAK TO FLAG
- READ COVERAGE
- LOCATE QB - FOCUS ON BALL.
- CCC

DRAG



- CHECK AND RELEASE THROUGH LOS STRONGSIDE
- PUSH UP FIELD 2 YDS BREAK INSIDE FALL TO 4 YDS

H/F BACK ROUTES

SEAM 	• RELEASE GAINING WIDTH • AIM - INSIDE EDGE OF NUMBERS. • CLEAR UNDER COVERAGE / CONTINUE VERTICALLY • MFO - ADJUST. LOOK FOR BALL • MFC - CLEAR OUT COVERAGE • MAN - NOD AND SEPERATE • FOCUS ON BALL.
CREASE 	• TIGHT SEAM ROUTE. • DRIVE OUTSIDE Y BOX. • NOD AND PUSH VERTICALLY. • READ COVERAGE • MFO - LOOK FOR BALL • MFC - CLEAR COVERAGE • FOCUS ON BALL.

PASS CALLING SYSTEM

We will use names to call our protections, and numbers to call our specific routes. With each name, we will give the protection, and the direction of the protection.

Example: Scat Right – The protection is Scat, the side of the line that is scatting is the right side. In some cases, the protection call will include the direction.

Example: Liz – The protection is Liz, the direction is left.

We will use a three digit numbering system to call our passes. Each number designates a receiver's route. We will number from the single receiver side to the two receiver side. The back's routes will be named. The fullback's route will be called first, the halfback's route will follow.

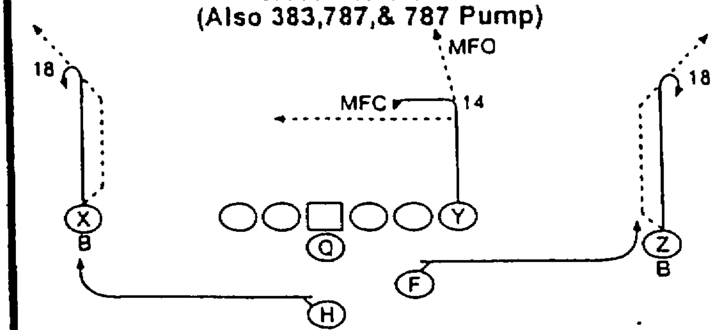
Pass Call example:

Liz	989	F Rub	Sneak
(Protection)	(Routes)	(FB Route)	(HB Route)

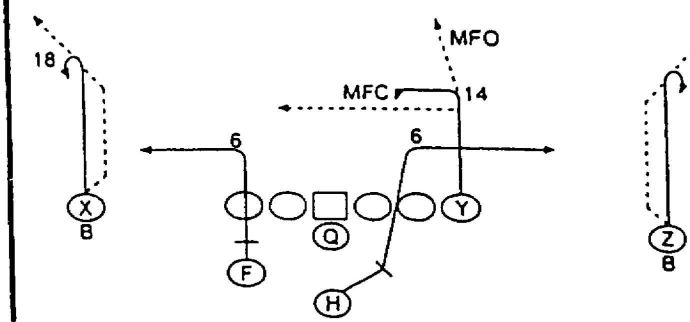
#1 THURSDAY A.M., 6/10

#1

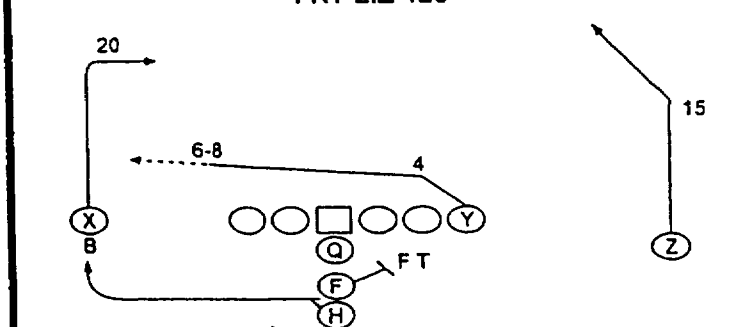
JACK RT LIZ 585
(Also 383,787,& 787 Pump)



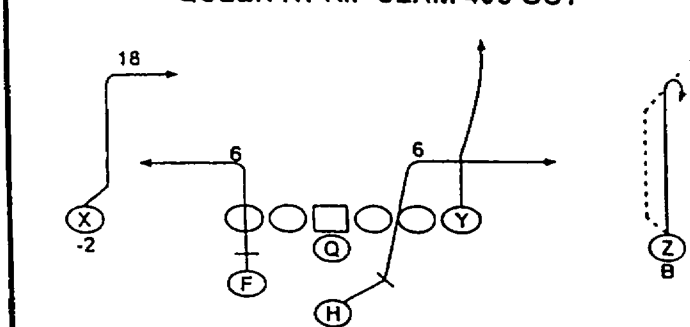
QUEEN RT RIP 585 OUT



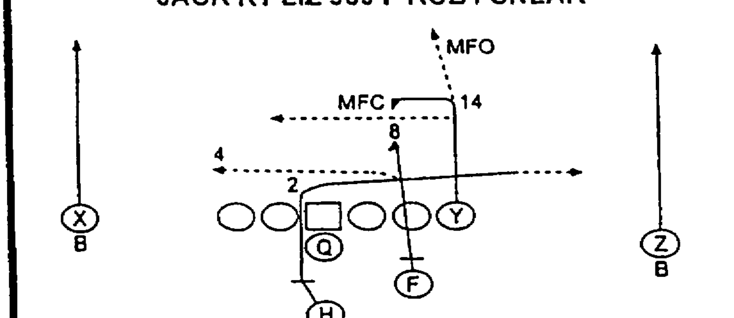
I RT LIZ 428



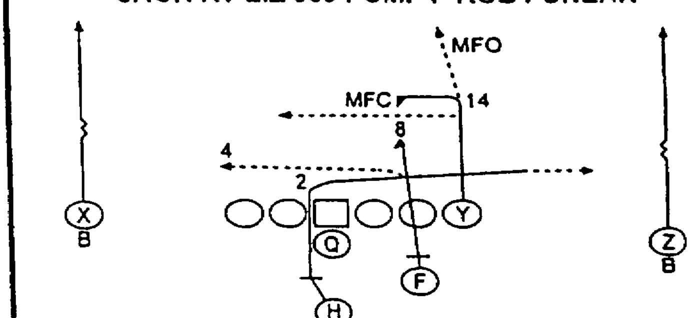
QUEEN RT RIP SEAM 495 OUT



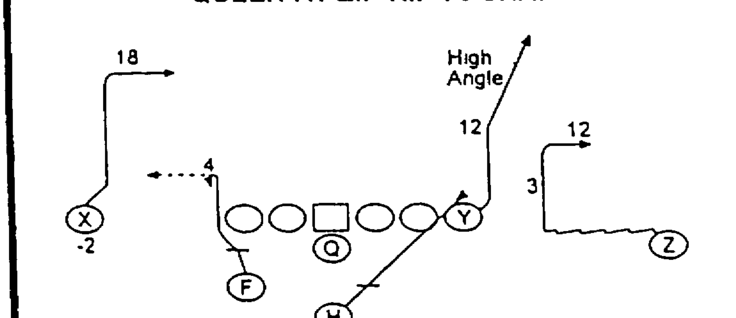
JACK RT LIZ 989 F RUB / SNEAK



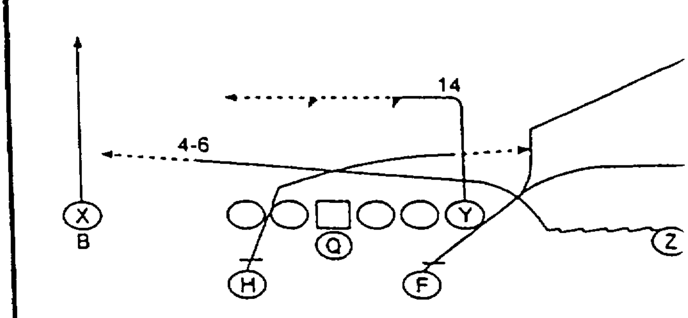
JACK RT LIZ 989 PUMP F RUB / SNEAK



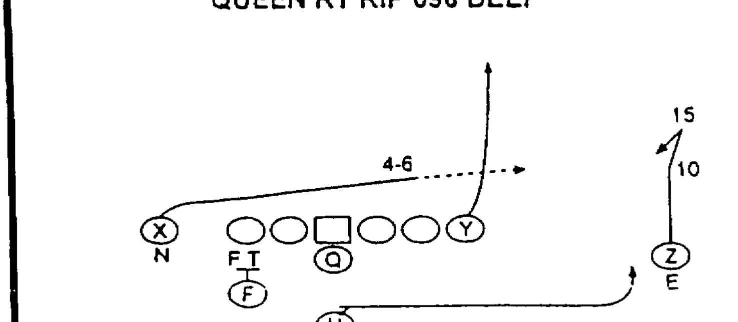
QUEEN RT ZIP RIP 73 SNAP



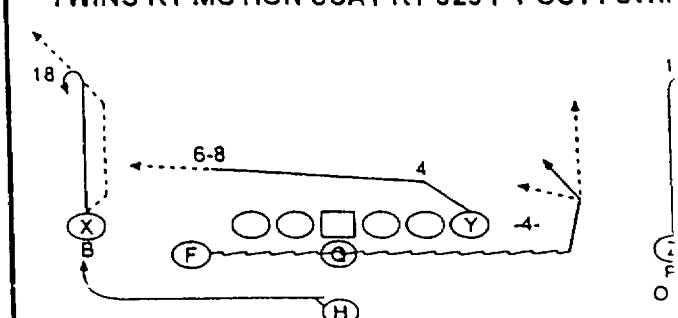
SPLIT RT ZIP LIZ 940 RICKY



QUEEN RT RIP 096 DEEP



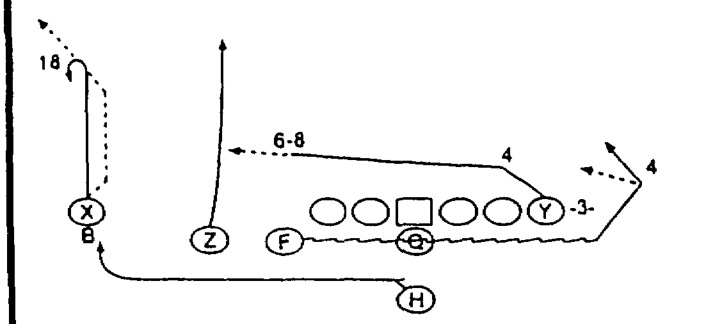
TWINS RT MOTION SCAT RT 525 F POST / SWI



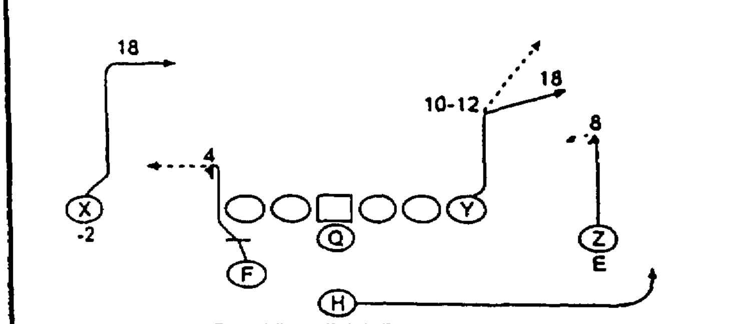
#1 THURSDAY A.M., 6/10

#2

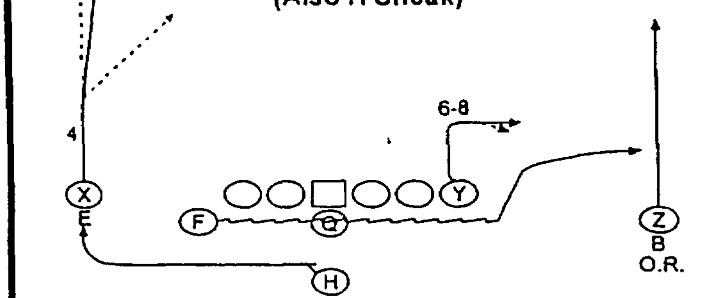
FLANK RT MOTION SCAT RT 095 F POST / SWING



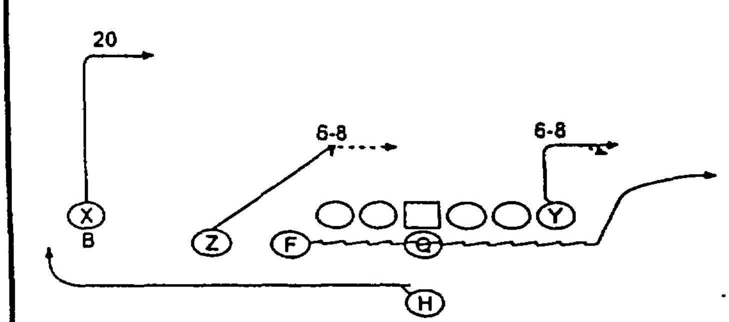
QUEEN RT SCAT 76 SWING



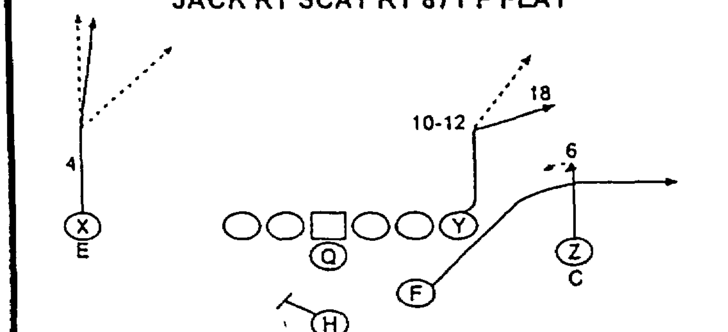
TRIPS RT MOTION SCAT RT 839 F FLAT
(Also H Sneak)



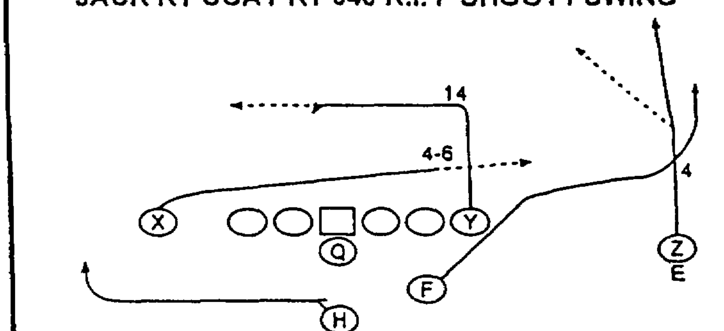
FLANK RT MOTION SCAT RT 364 F FLAT / SWING



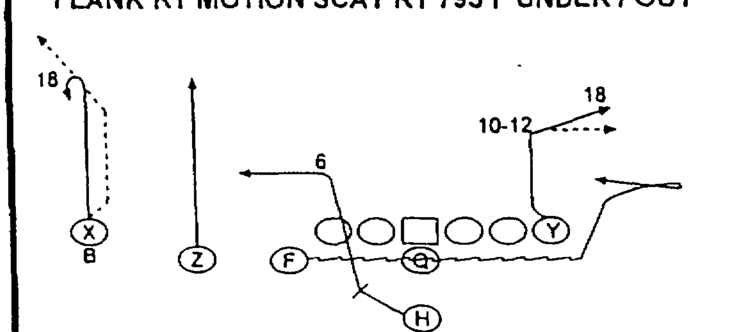
JACK RT SCAT RT 871 F FLAT



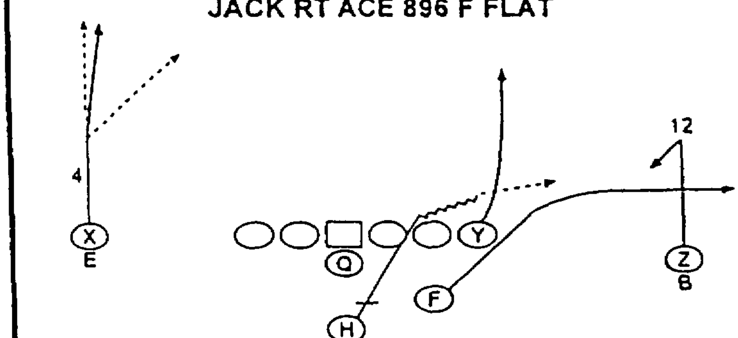
JACK RT SCAT RT 048 R.I. F SHOOT / SWING



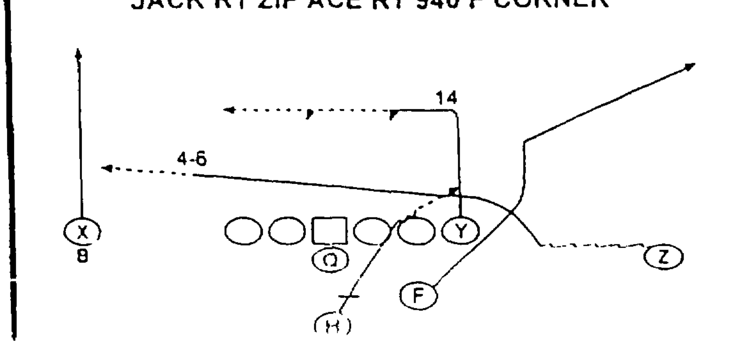
FLANK RT MOTION SCAT RT 795 F UNDER / OUT



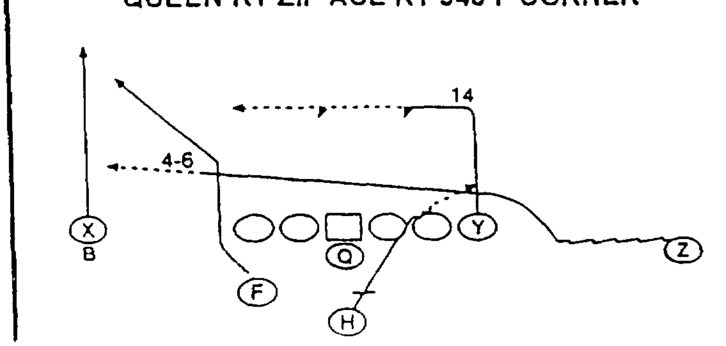
JACK RT ACE 896 F FLAT



JACK RT ZIP ACE RT 940 F CORNER



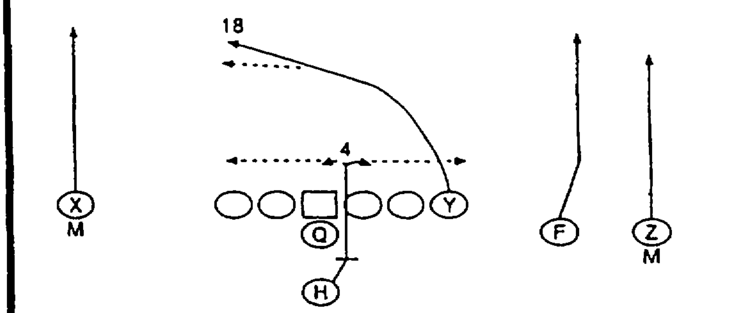
QUEEN RT ZIP ACE RT 940 F CORNER



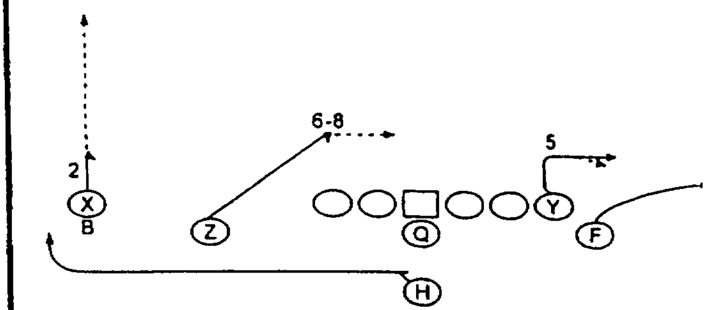
#1 THURSDAY A.M., 6/10

#3

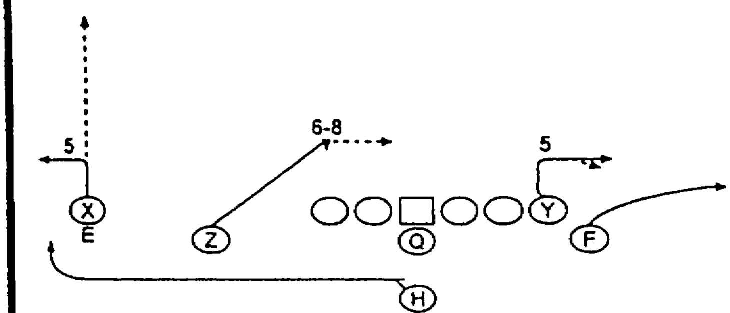
TWINS RT ACE RT 999 H BALLOON



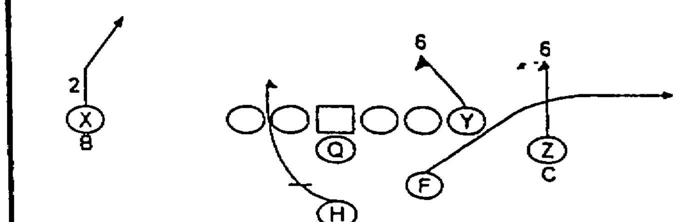
FLANK RT QUICK SCAT RT 361 F FLAT / SWING



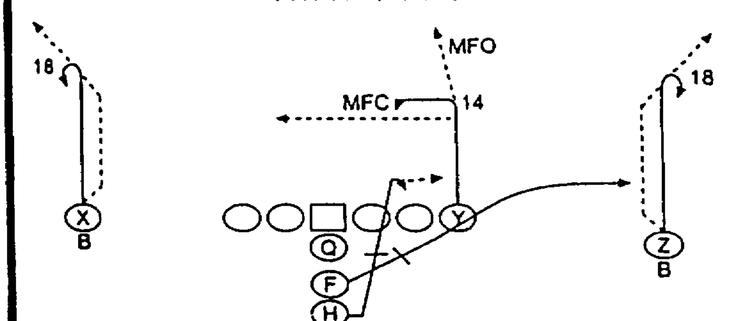
FLANK RT QUICK SCAT RT 363 F FLAT / SWING



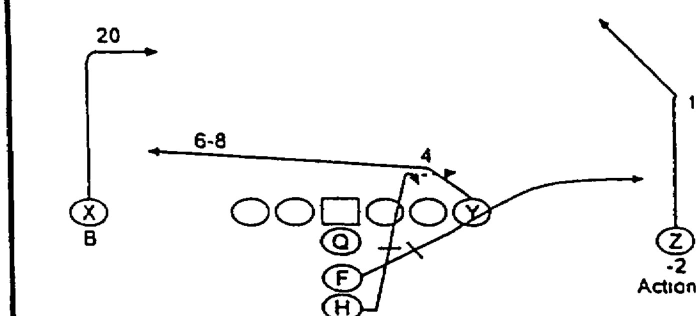
JACK RT QUICK SCAT RT 261 F FLAT



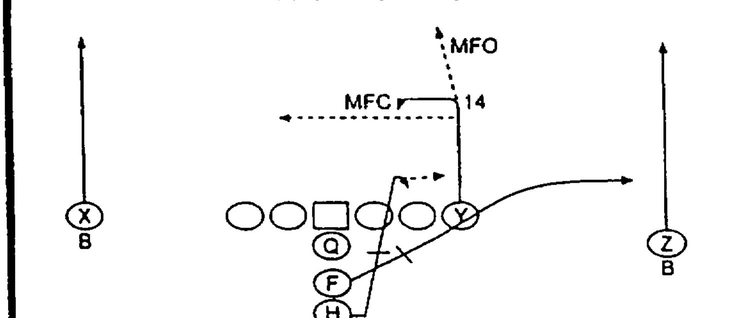
I RT ACT 4 585



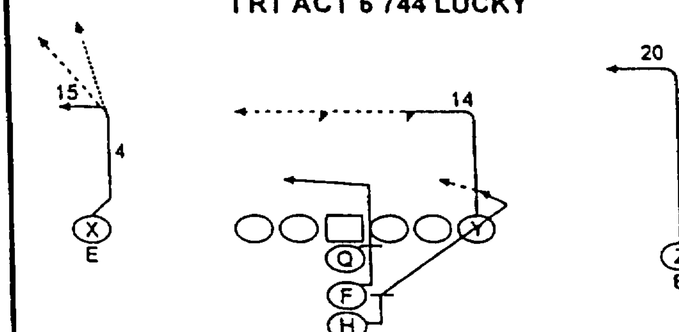
I RT ACT 4 428



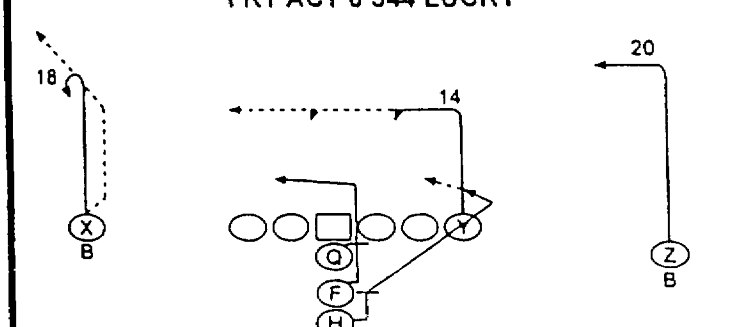
I RT ACT 4 989



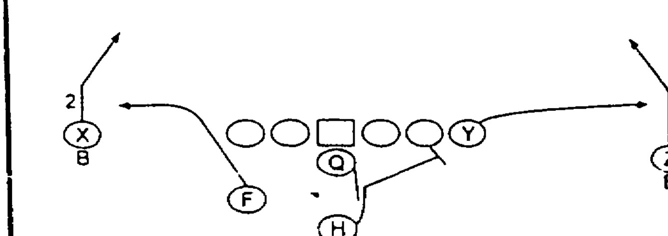
I RT ACT 6 744 LUCKY



I RT ACT 6 544 LUCKY



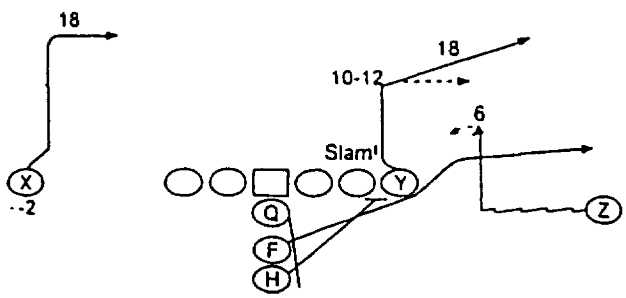
QUEEN RT FIRE PASS RT 212 F FLAT



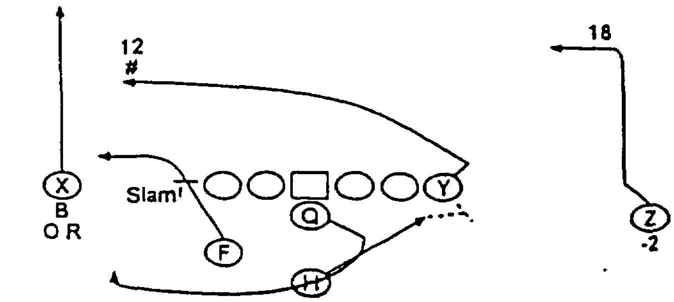
#1 THURSDAY A.M., 6/10

#4

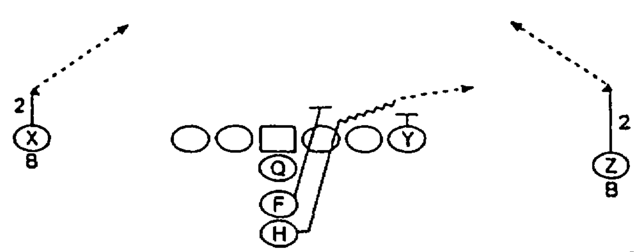
I RT ZIP FIRE PASS RT 71 F FLAT



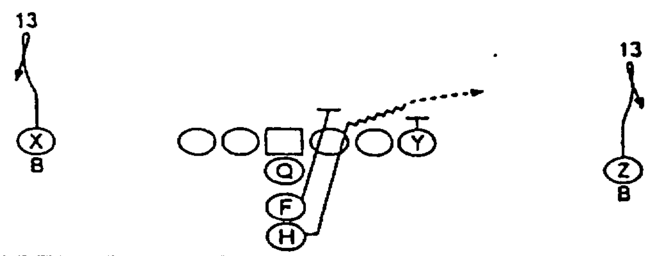
QUEEN RT FAKE PRESS RT NAKED LT 924 F FLAT



I RT BUBBLE PASS RT 101 READ



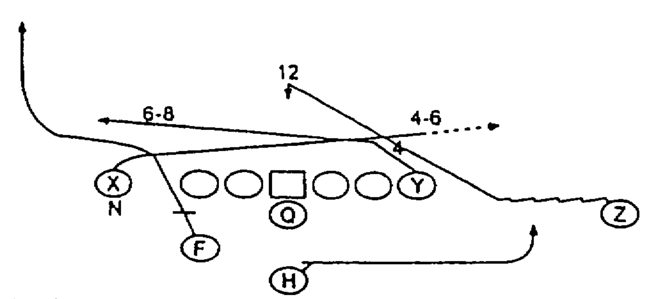
I RT BUBBLE PASS RT 909 STOP



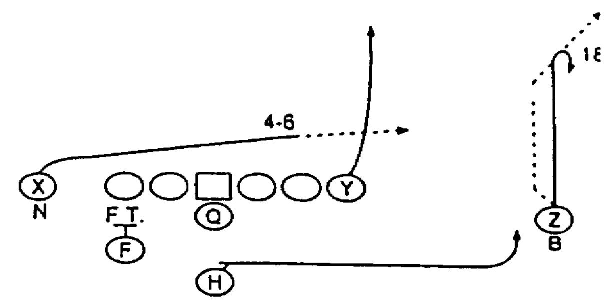
#2 THURSDAY P.M., 6/10

#1

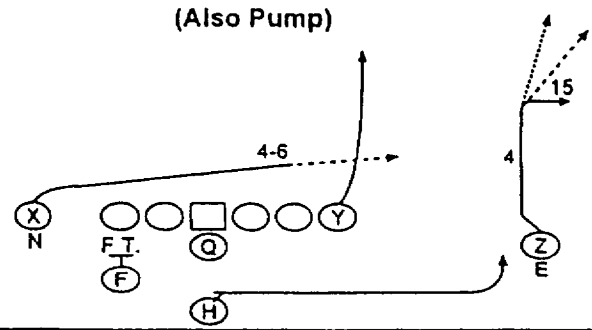
QUEEN RT ZIP RIP 022 STOP F SHOOT / SWING



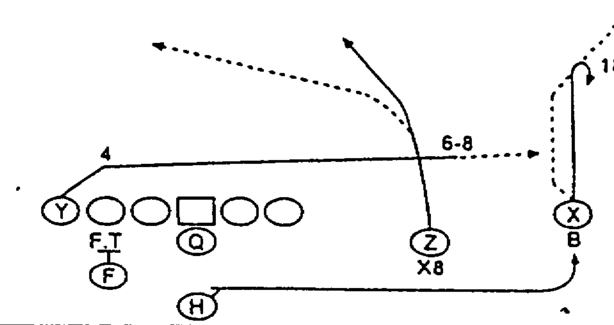
QUEEN RT RIP 095



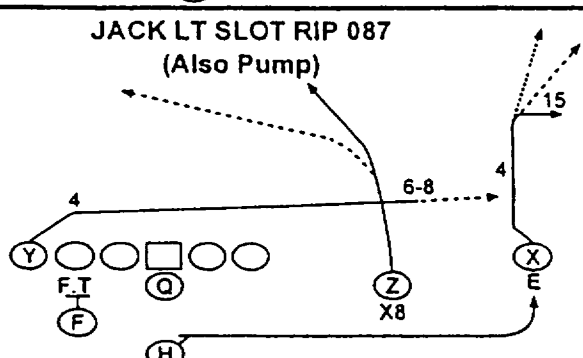
QUEEN RT RIP 097
(Also Pump)



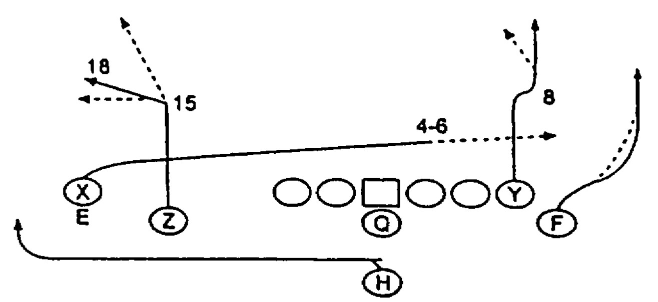
JACK LT SLOT RIP 085



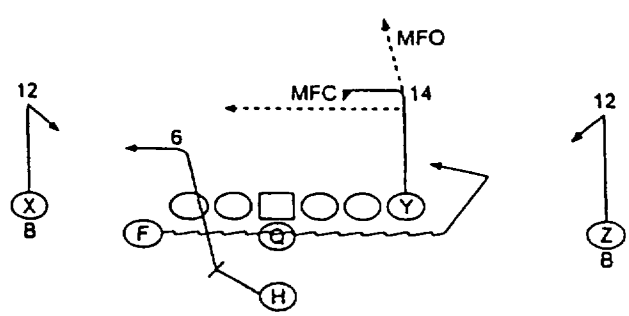
JACK LT SLOT RIP 087
(Also Pump)



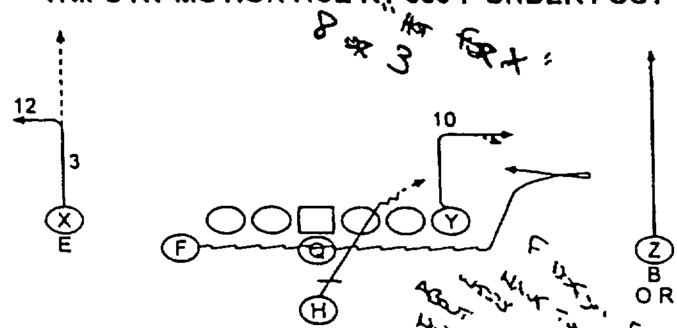
FLANK RT SCAT RT 370 F SHOOT / PUMP / SWING



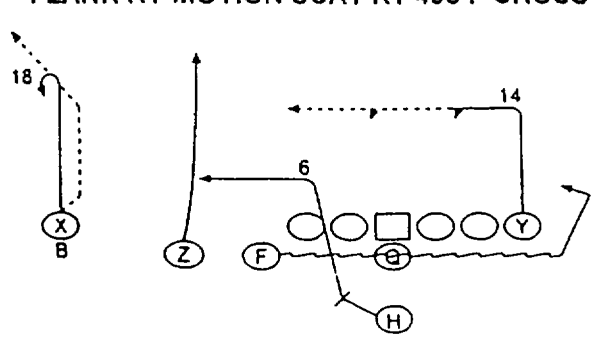
TRIPS RT MOTION SCAT RT 686 F CROSS / OUT



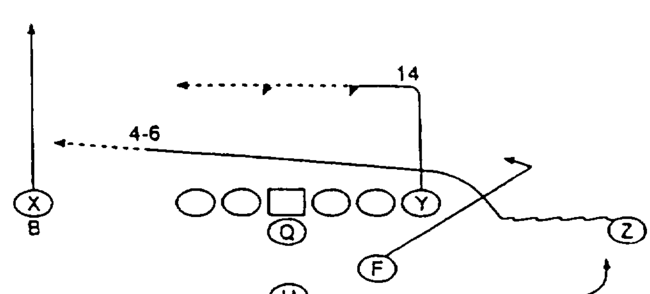
TRIPS RT MOTION ACE RT 339 F UNDER / OUT



FLANK RT MOTION SCAT RT 495 F CROSS / OUT



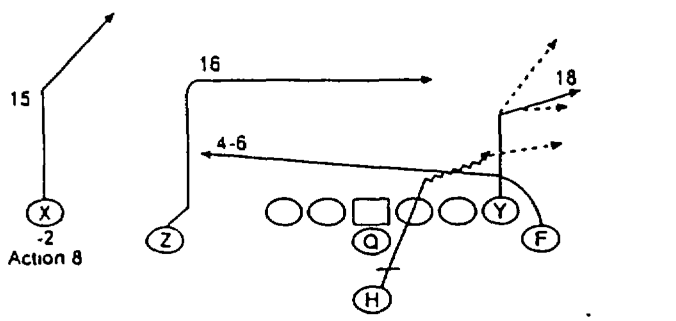
JACK RT ZIP ACE RT HOT 940 F ARROW / SWING



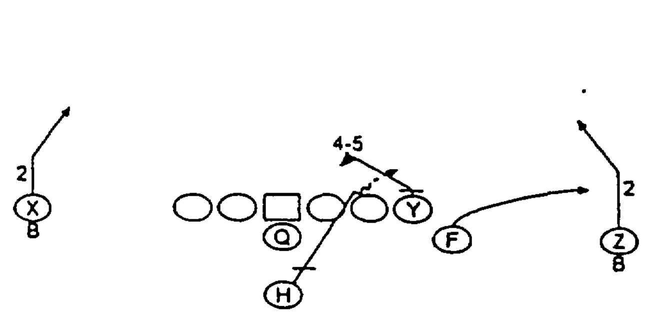
#2 THURSDAY P.M., 6/10

#2

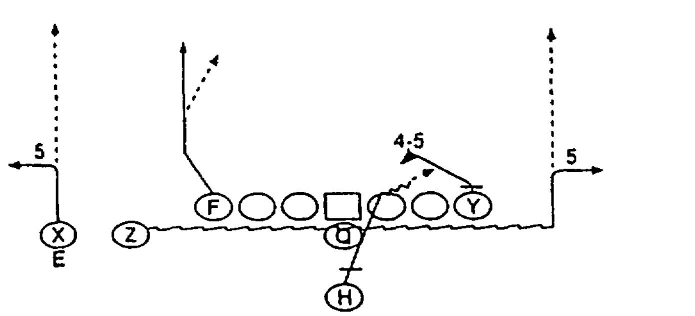
FLANK RT ACE RT 748 F DRAG



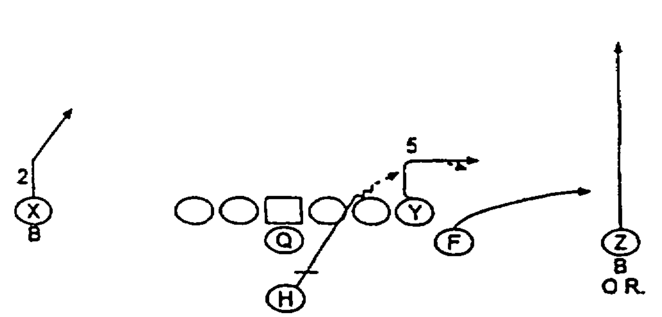
TRIPS RT QUICK ACE RT 262 F FLAT



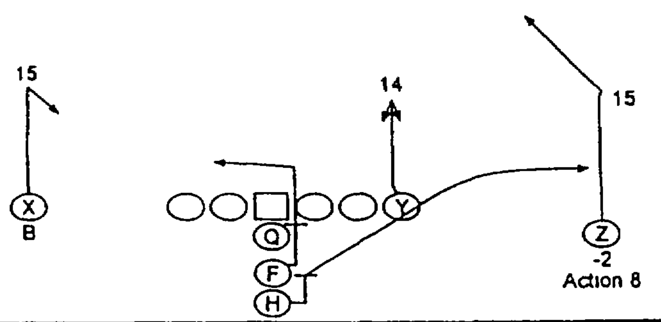
DEUCE RT ZOOM QUICK ACE RT 363 F SEAM



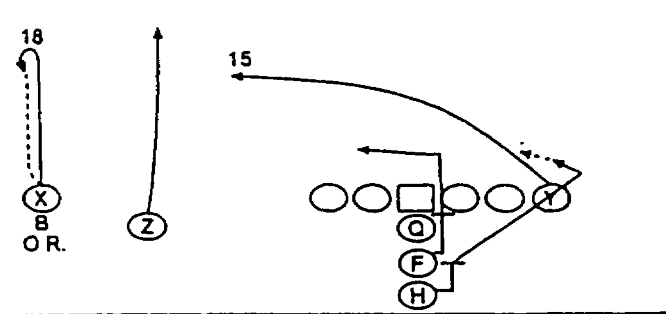
TRIPS RT QUICK ACE RT 239 F FLAT



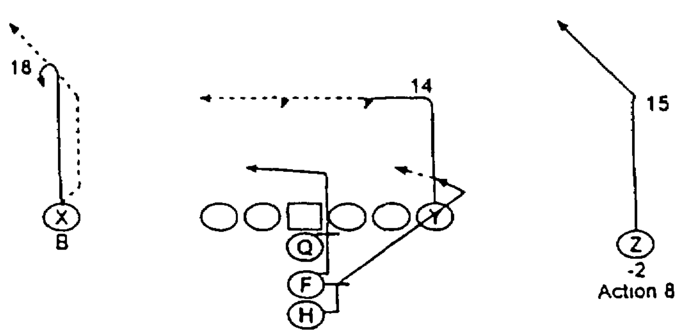
I RT ACT 6 668 F DRAG



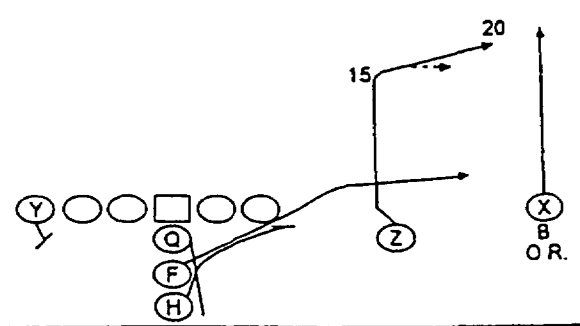
I RT SLOT ACT 6 295 LUCKY



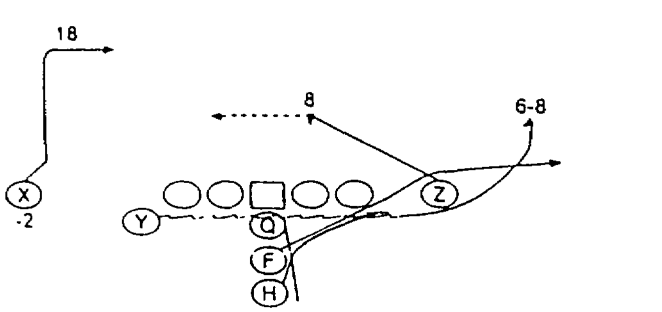
I RT ACT 6 548 LUCKY



I LT SLOT FIRE PASS RT 79 F FLAT

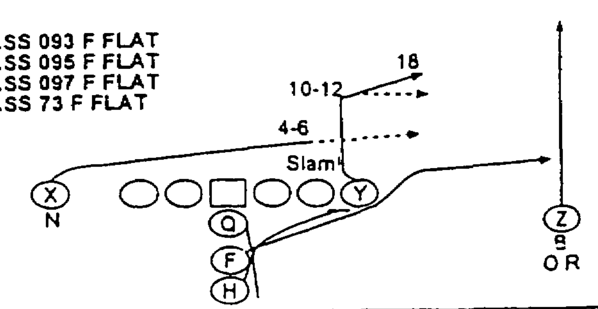


I RT FLING FIRE PASS RT 56 F FLAT



I RT FIRE PASS RT 079 F FLAT

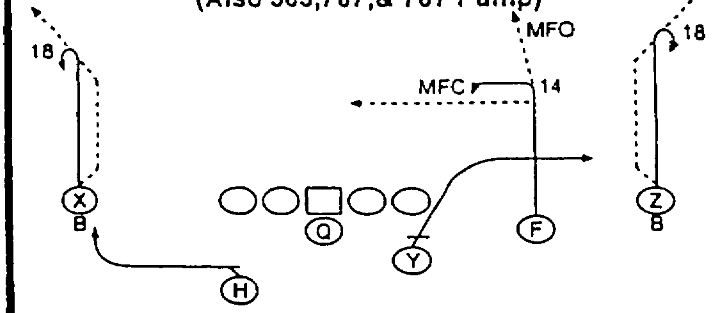
ALSO:
FIRE PASS 093 F FLAT
FIRE PASS 095 F FLAT
FIRE PASS 097 F FLAT
FIRE PASS 73 F FLAT



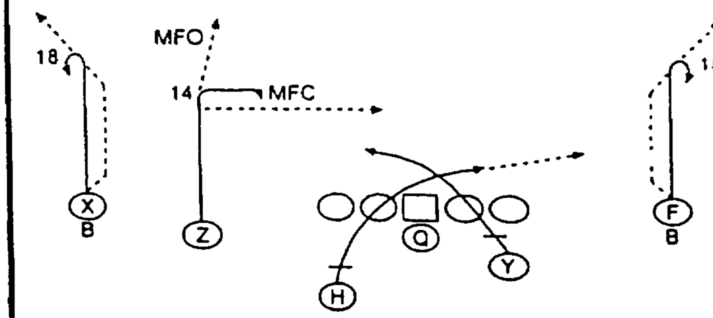
#3 FRIDAY A.M., 6/11

#1

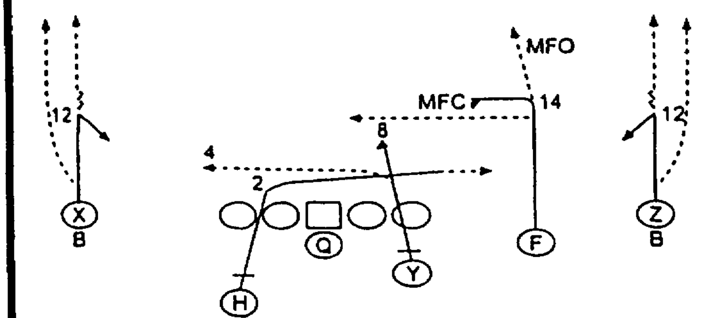
TWINS RT BRONCO RT 585
(Also 383,787,& 787 Pump)



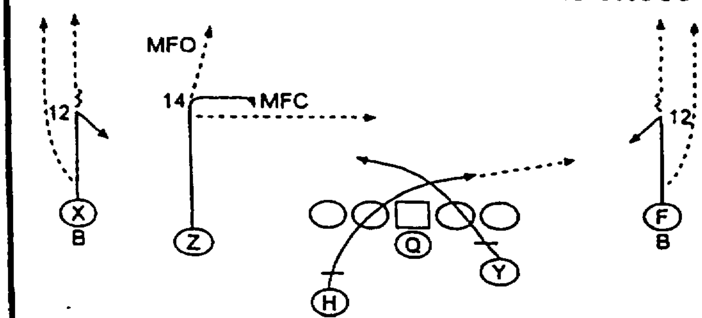
FLEX RT BRONCO LT 585 BACKS CROSS



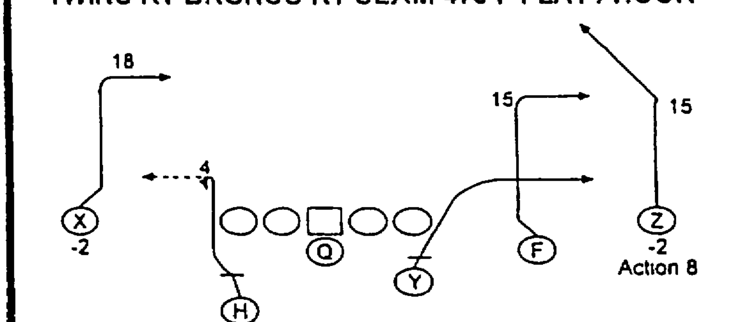
TWINS RT BRONCO RT 686 PUMP F RUB / SNEAK



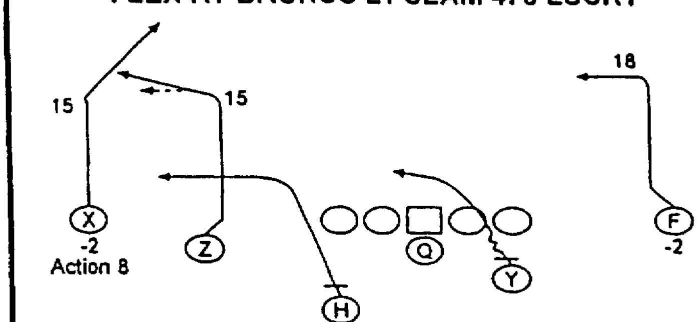
FLEX RT BRONCO LT 686 PUMP BACKS CROSS



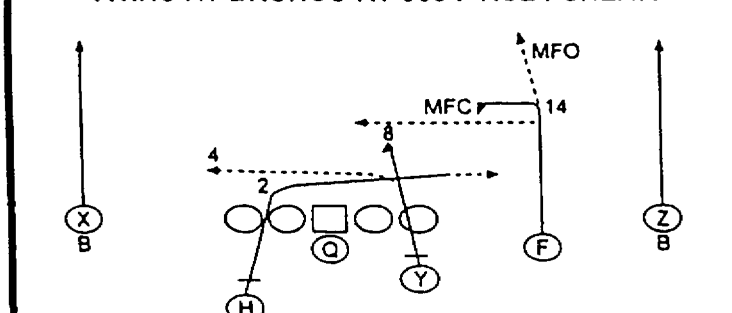
TWINS RT BRONCO RT SEAM 478 F FLAT / HOOK



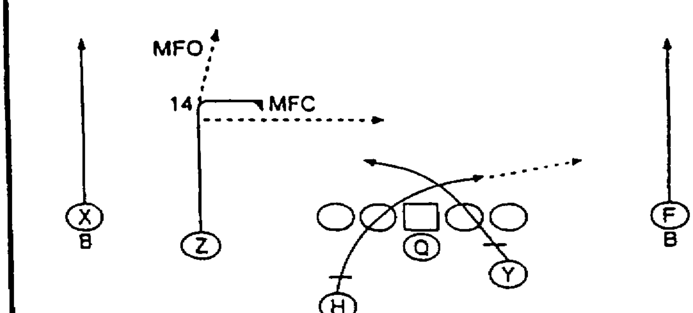
FLEX RT BRONCO LT SEAM 478 LUCKY



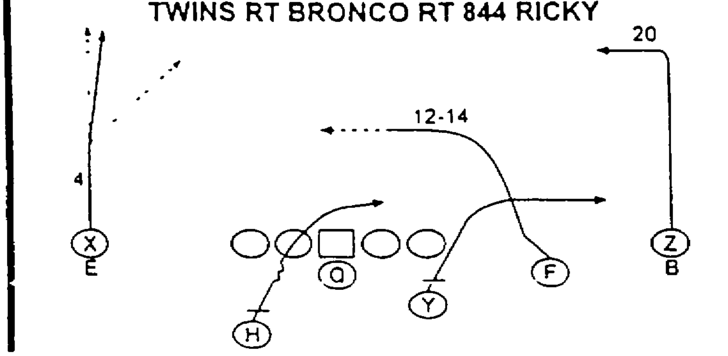
TWINS RT BRONCO RT 989 F RUB / SNEAK



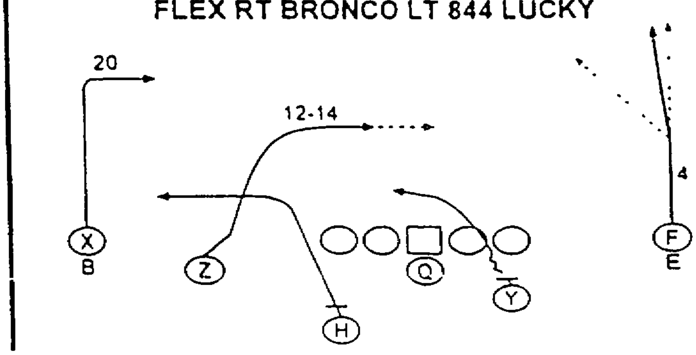
FLEX RT BRONCO LT 989 BACKS CROSS



TWINS RT BRONCO RT 844 RICKY



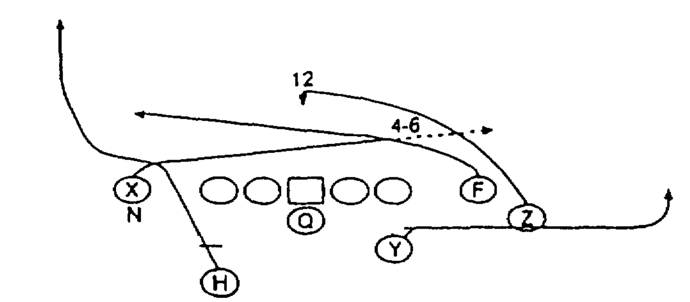
FLEX RT BRONCO LT 844 LUCKY



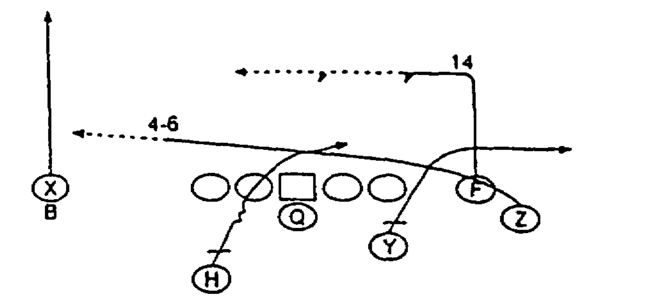
#3 FRIDAY A.M., 6/11

#2

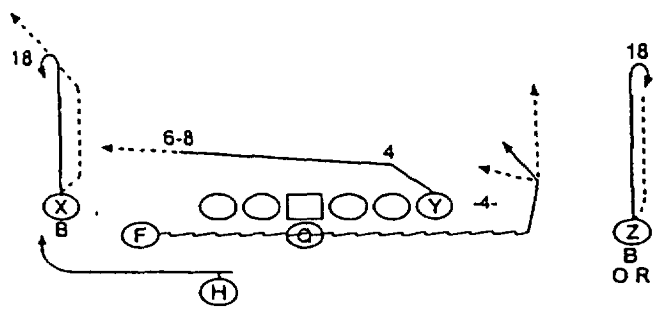
BUNCH RT BRONCO LT 022 STOP H SHOOT / SWING



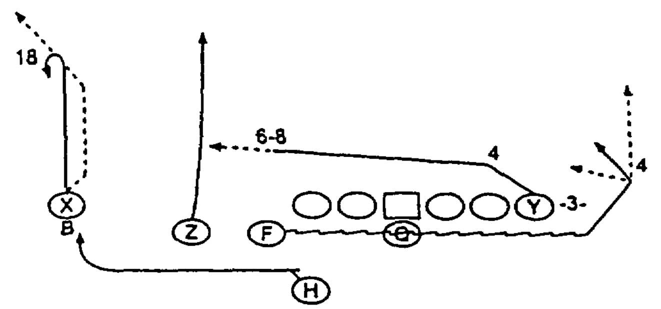
BUNCH RT BRONCO RT 940 RICKY



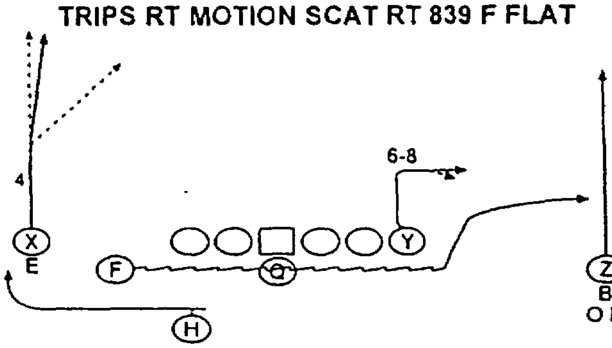
TWINS RT MOTION SCAT RT 525 F POST / SWING



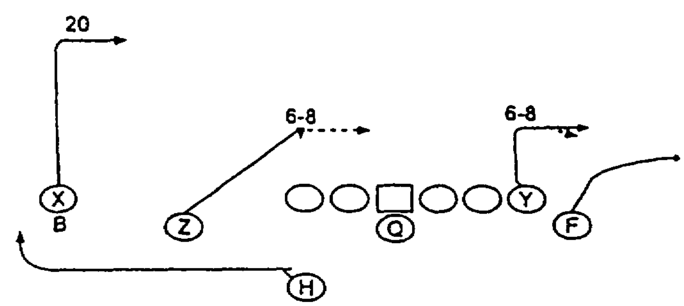
FLANK RT MOTION SCAT RT 095 F POST / SWING



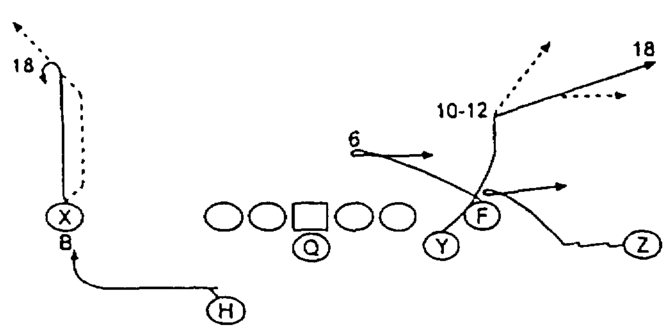
TRIPS RT MOTION SCAT RT 839 F FLAT



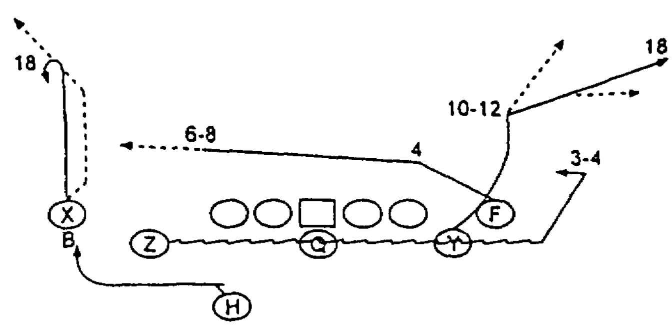
FLANK RT SCAT RT 364 F FLAT / SWING



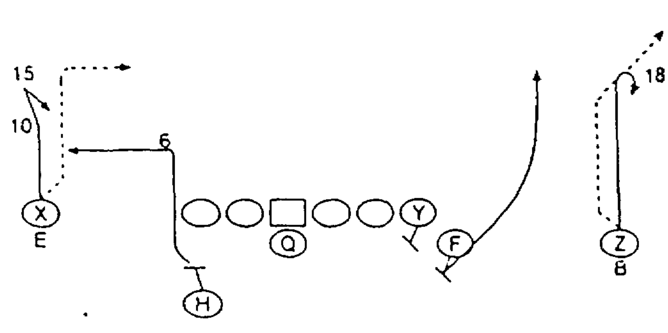
BUNCH RT ZIP SCAT RT Z TEEN



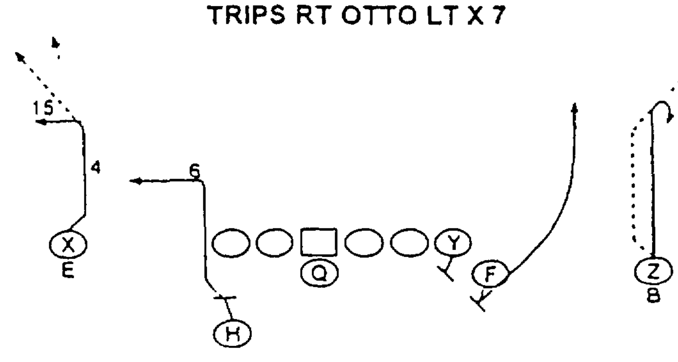
BUNCH RT ZOOM SCAT RT Z ARROW



TRIPS RT OTTO LT X HOOK



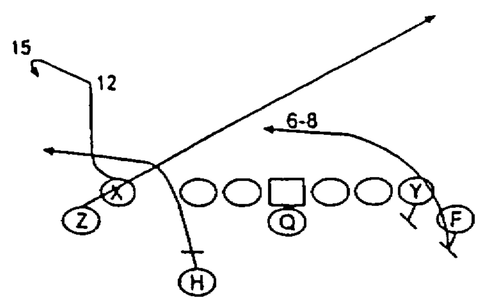
TRIPS RT OTTO LT X 7



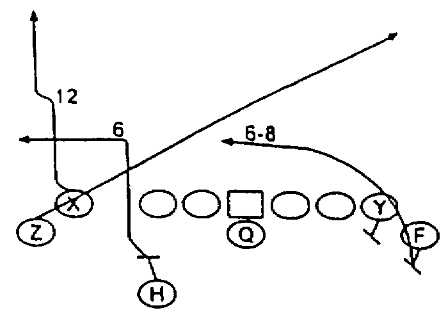
#3 FRIDAY A.M., 6/11

#3

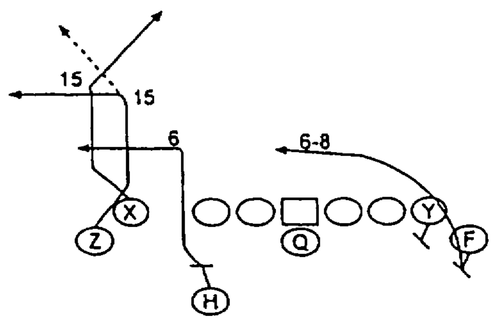
FLOAT RT OTTO LT 078 STOP H FLAT



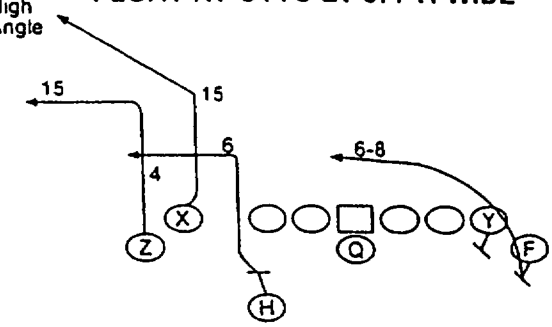
FLOAT RT OTTO LT 078 PUMP H WIDE



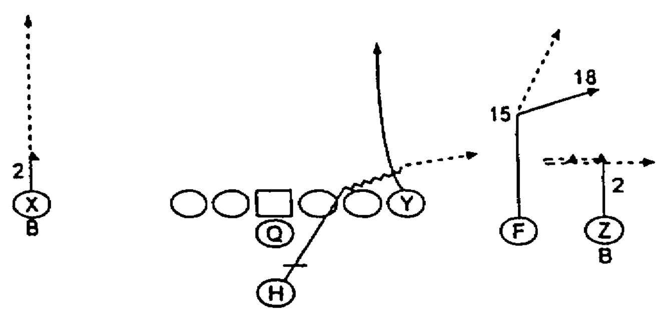
FLOAT RT OTTO LT 087 H WIDE



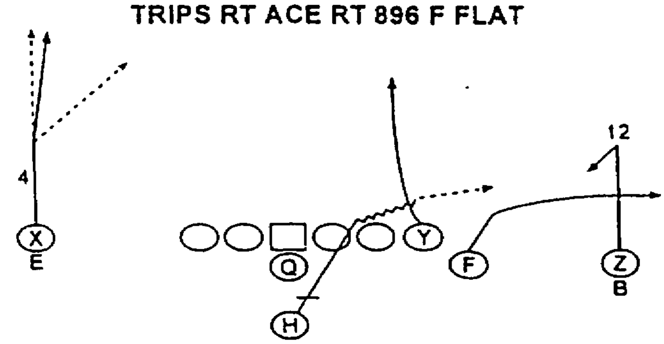
FLOAT RT OTTO LT 077 H WIDE



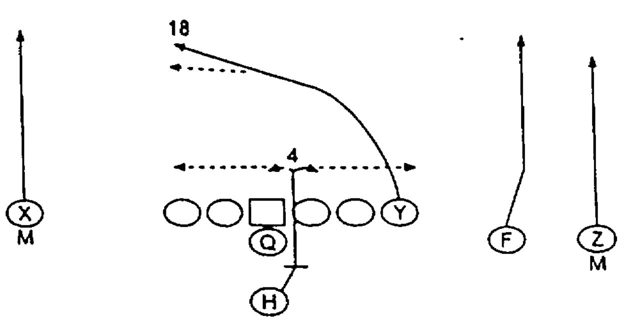
TWINS RT ACE RT 192 F CORNER



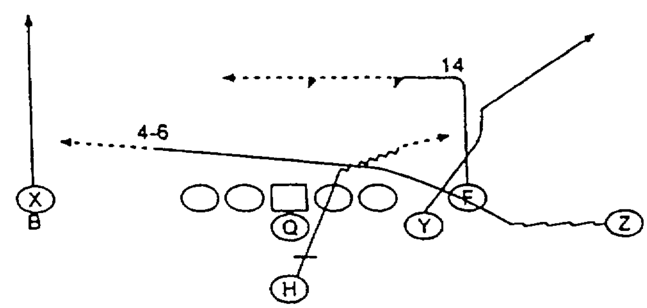
TRIPS RT ACE RT 896 F FLAT



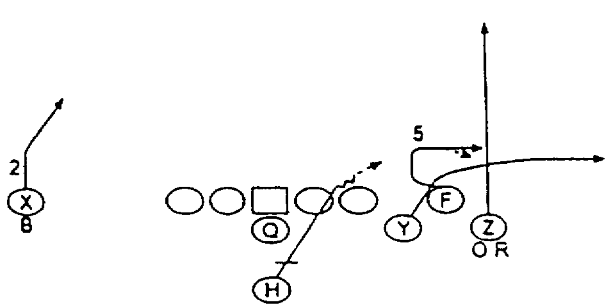
TWINS RT ACE RT 999 H BALLOON



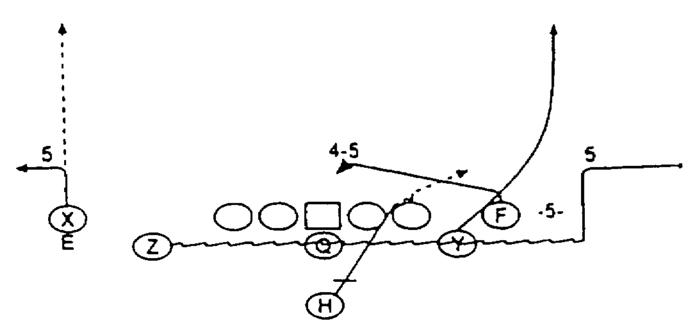
BUNCH RT ZIP ACE RT 940 F CORNER



BUNCH RT QUICK ACE RT 239 F FLAT



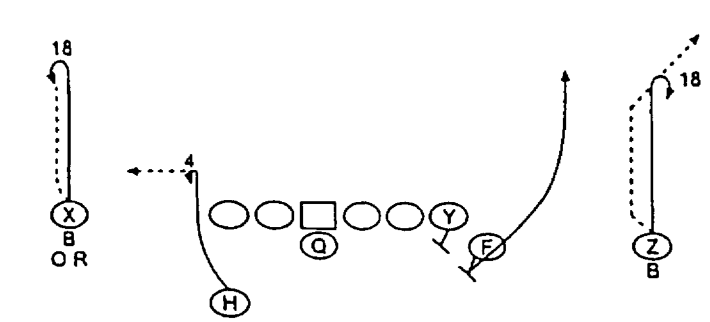
BUNCH RT ZOOM QUICK ACE RT 363 F SEAM



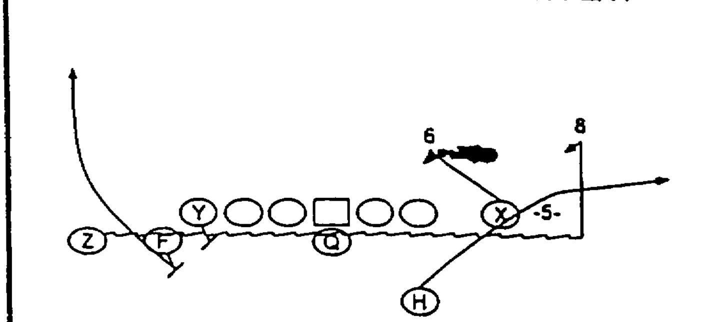
#4 FRIDAY P.M., 6/11

#1

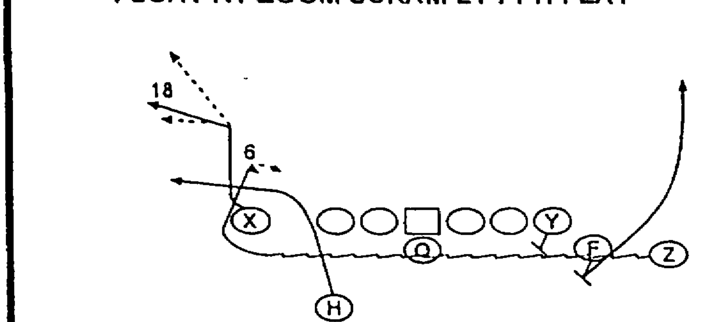
TRIPS RT SCRAM LT H OPTION 5



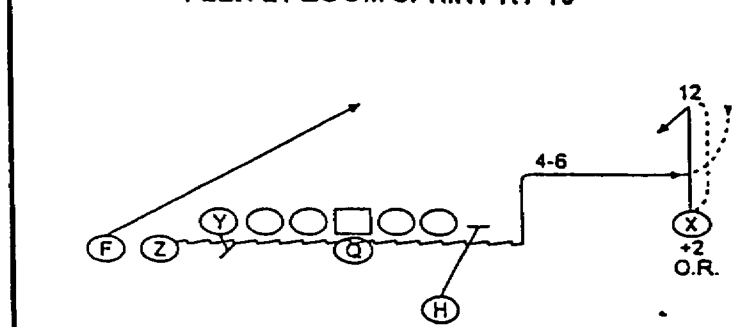
FLOAT LT ZOOM SCRAM RT 66 H FLAT



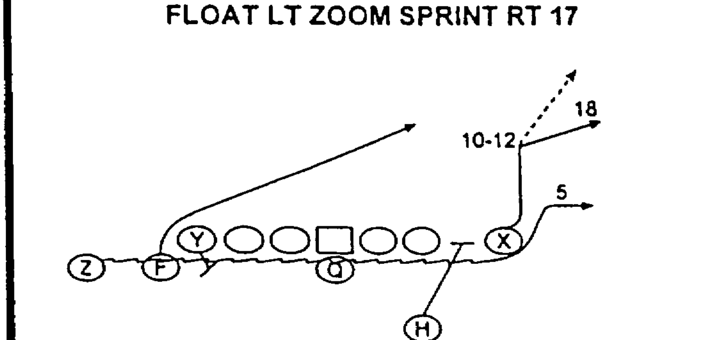
FLOAT RT ZOOM SCRAM LT 71 H FLAT



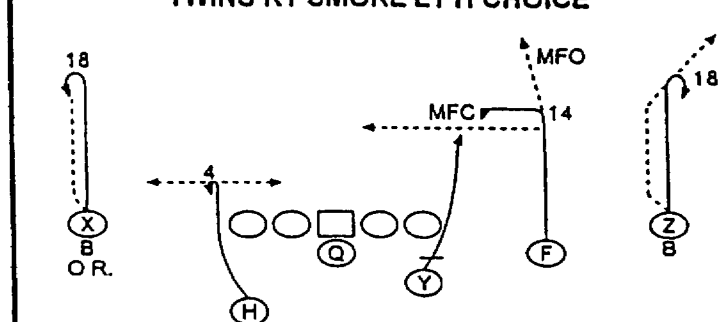
FLEX LT ZOOM SPRINT RT 16



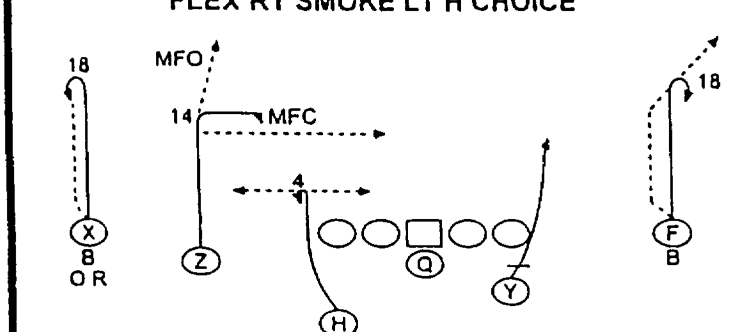
FLOAT LT ZOOM SPRINT RT 17



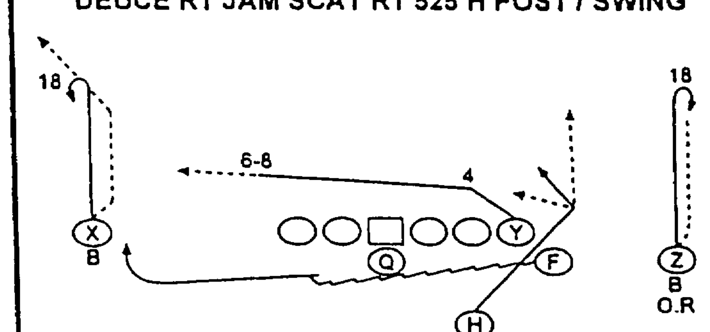
TWINS RT SMOKE LT H CHOICE



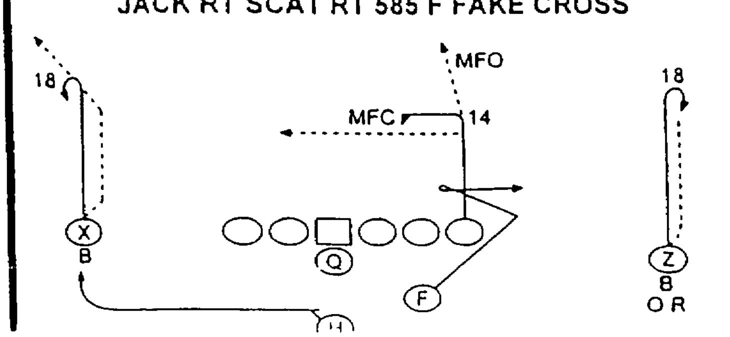
FLEX RT SMOKE LT H CHOICE



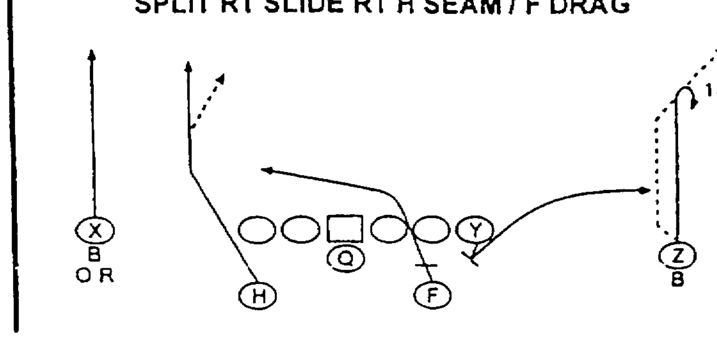
DEUCE RT JAM SCAT RT 525 H POST / SWING



JACK RT SCAT RT 585 F FAKE CROSS



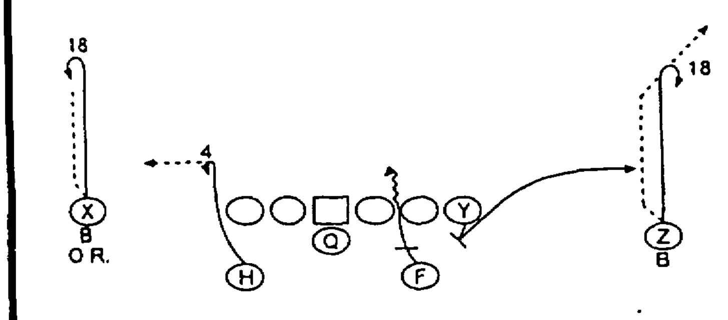
SPLIT RT SLIDE RT H SEAM / F DRAG



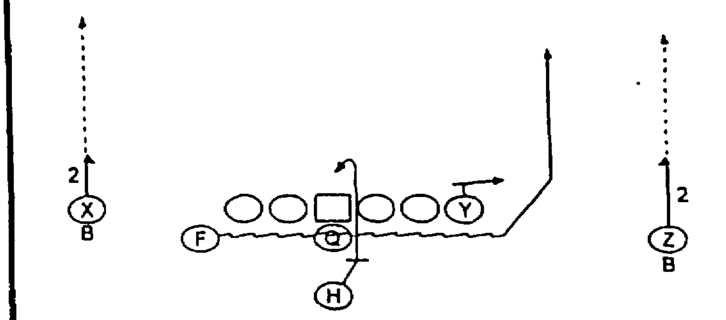
#4 FRIDAY P.M., 6/11

#2

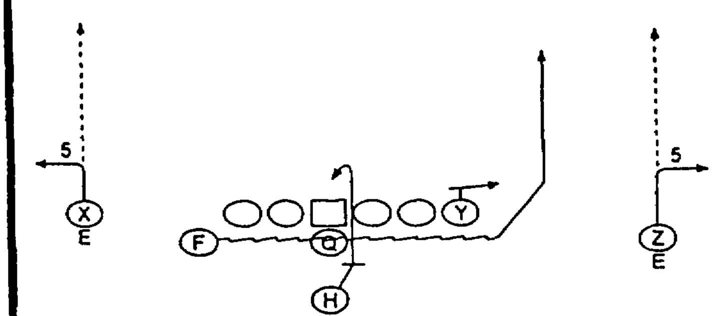
SPLIT RT SLIDE RT H OPTION 5



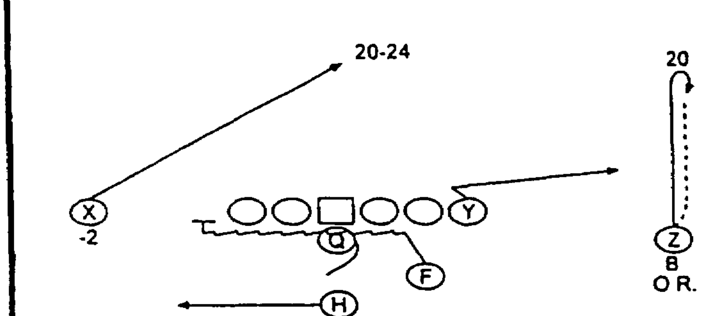
TRIPS RT MOTION QUICK SLIDE 191



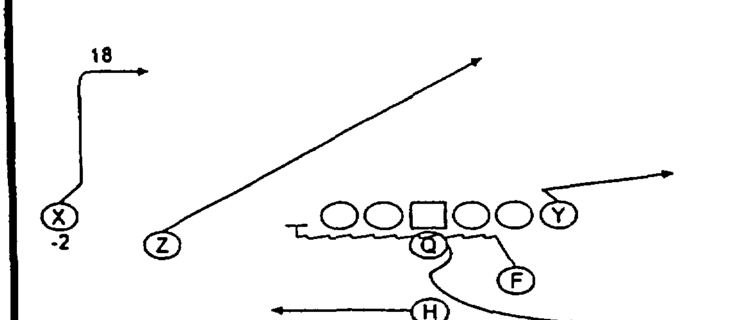
TRIPS RT MOTION QUICK SLIDE 393



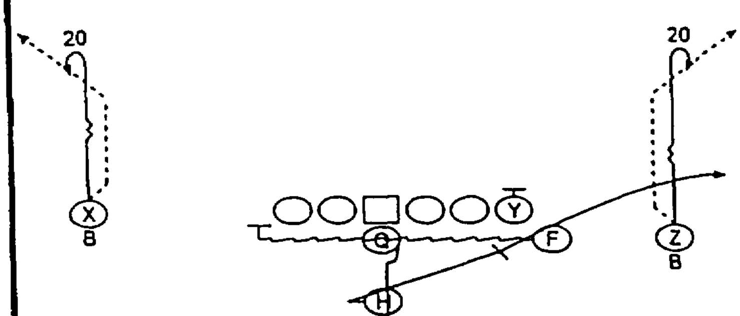
JACK RT JAM FAKE TOSS LT NAKED RT 215



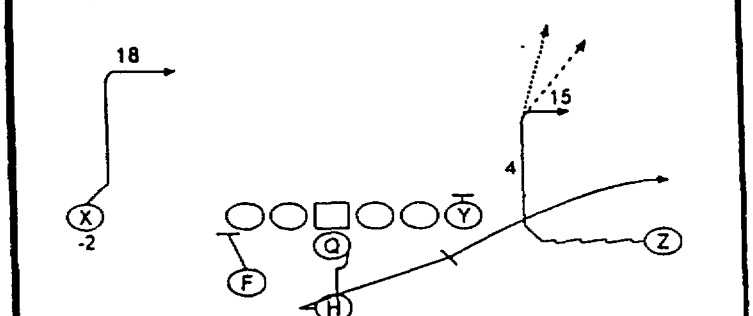
JACK RT SLOT JAM FAKE TOSS LT NAKED RT 124



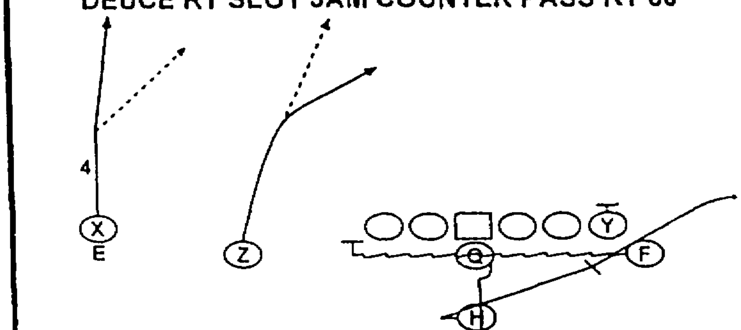
DEUCE RT JAM COUNTER PASS RT 505 SQUIRREL



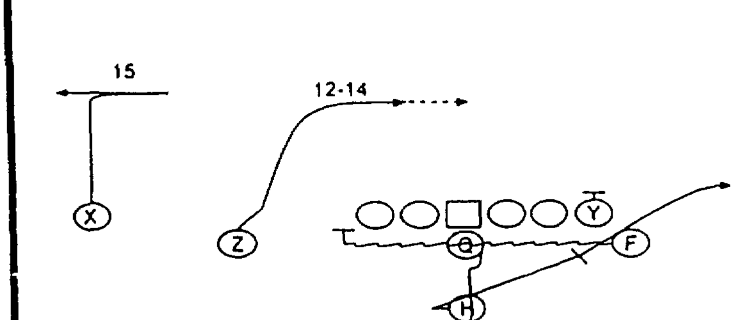
QUEEN RT ZIP COUNTER PASS RT SEAM 407



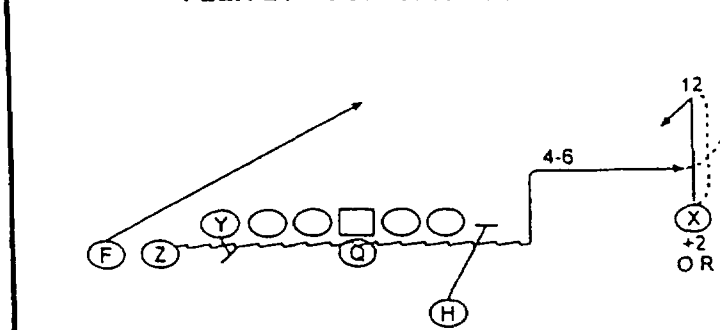
DEUCE RT SLOT JAM COUNTER PASS RT 88



DEUCE RT SLOT JAM COUNTER PASS RT 44 SPIN



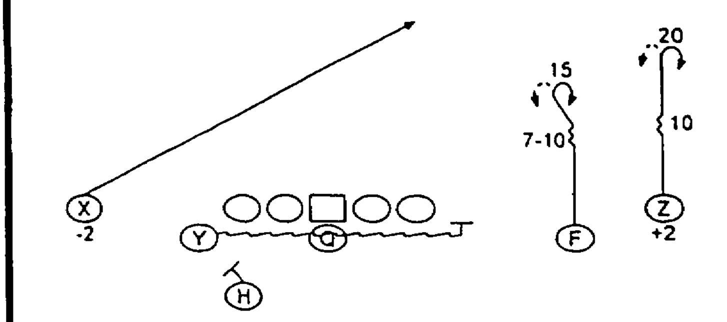
FLEX LT ZOOM SPRINT RT 16



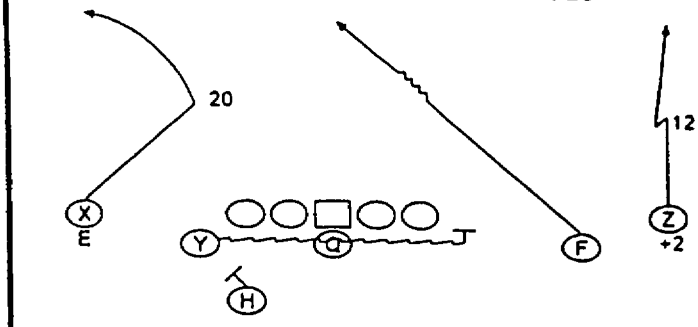
#5 SATURDAY A.M., 6/12

#1

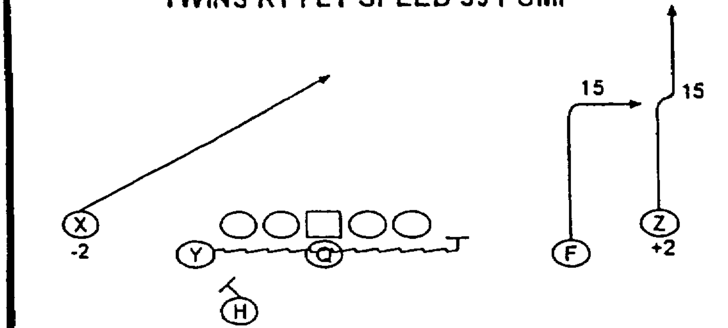
TWINS RT FLY SPEED RT 55 SQUIRREL



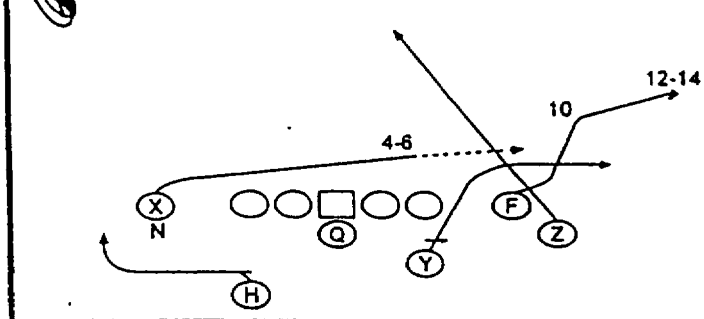
TWINS RT FLY SPEED BOMB 729



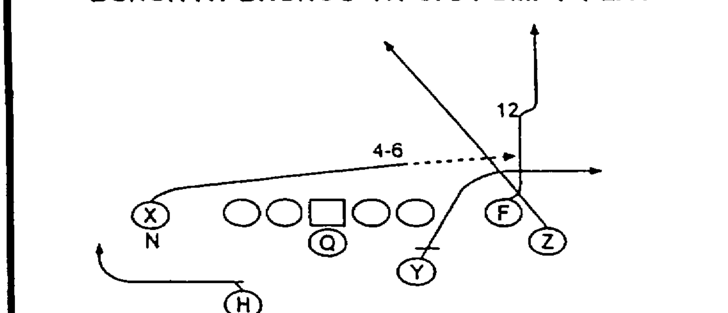
TWINS RT FLY SPEED 39 PUMP



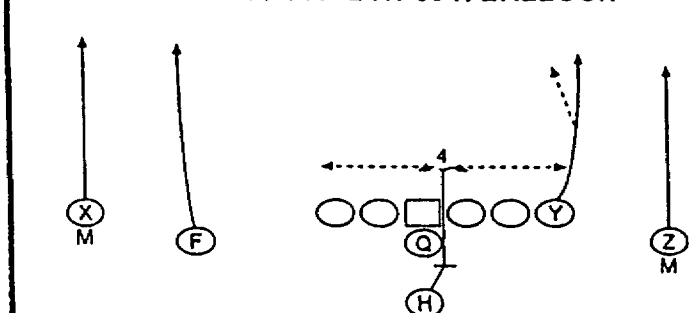
BUNCH RT BRONCO RT 078 STOP F FLAT



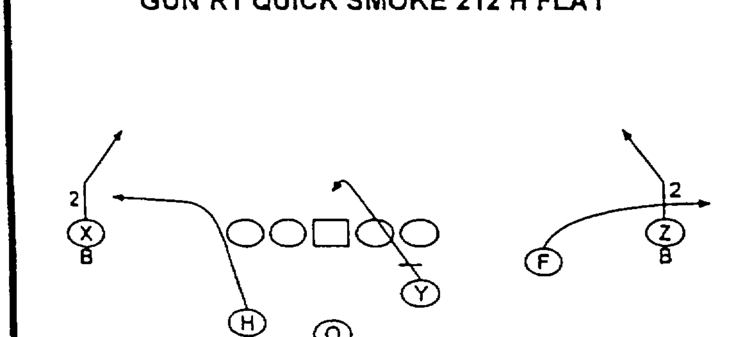
BUNCH RT BRONCO RT 078 PUMP F FLAT



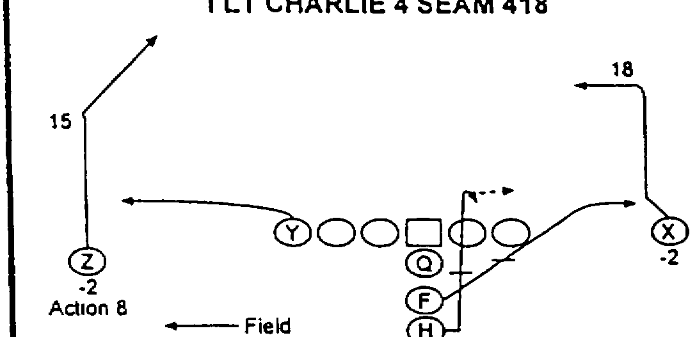
DOUBLE RT ACE RT 99 H BALLOON



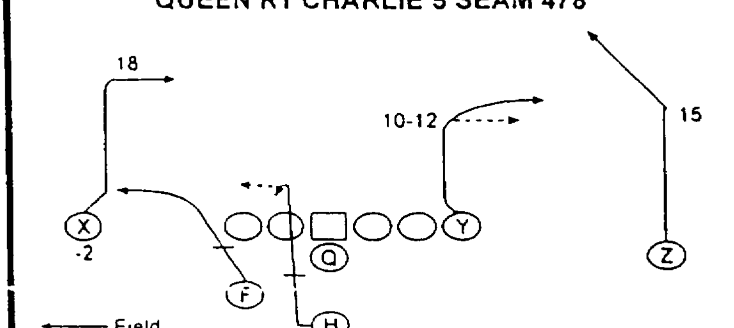
GUN RT QUICK SMOKE 212 H FLAT



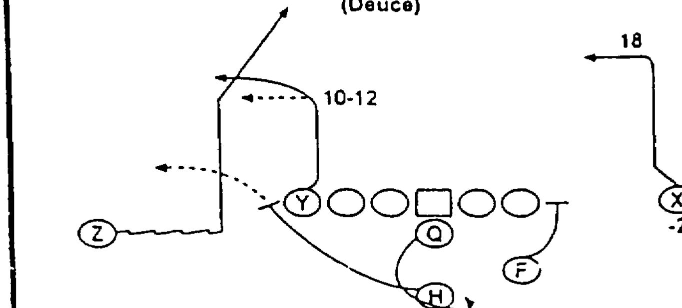
I LT CHARLIE 4 SEAM 418



QUEEN RT CHARLIE 5 SEAM 478



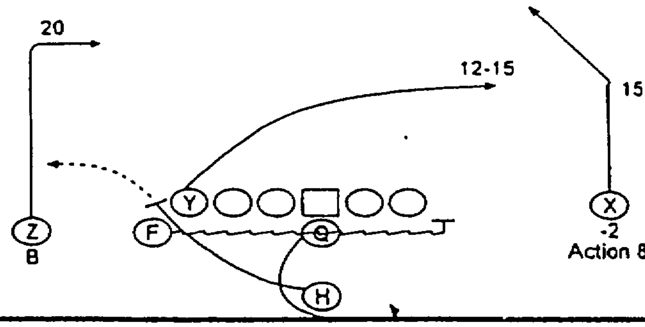
QUEEN LT ZIP FAKE GUT LT THROWBACK SEAM 4
(Deuce)



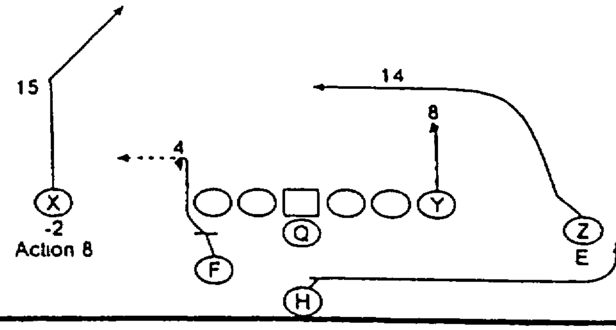
#5 SATURDAY A.M., 6/12

#2

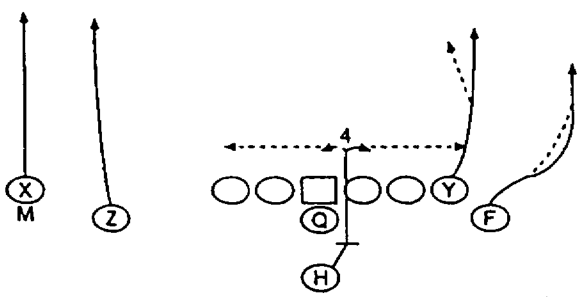
DEUCE LT JAM FAKE GUT LT THROWBACK 824



QUEEN RT RIP 864 F HOOK



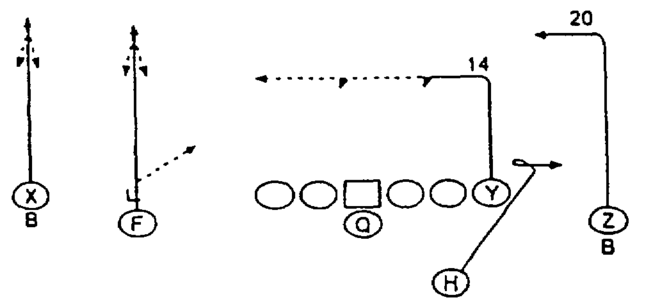
FLANK RT ACE 99 H BALLOON



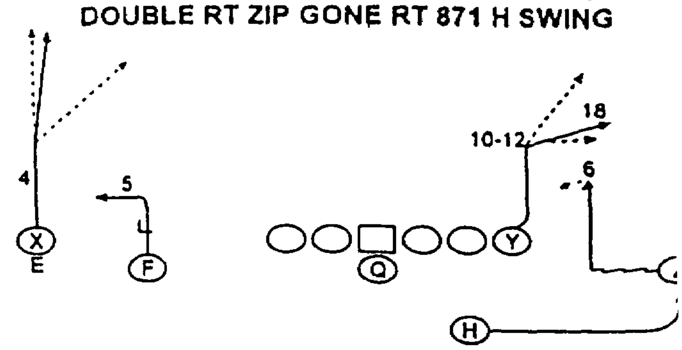
O.T.A. #1, MONDAY 6/14/99

#1

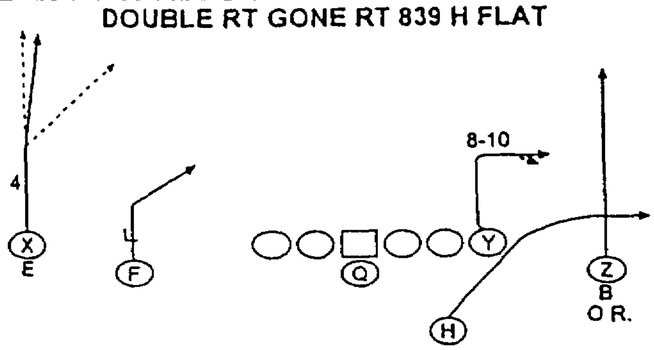
DOUBLE RT GONE RT 944 H FAKE CROSS



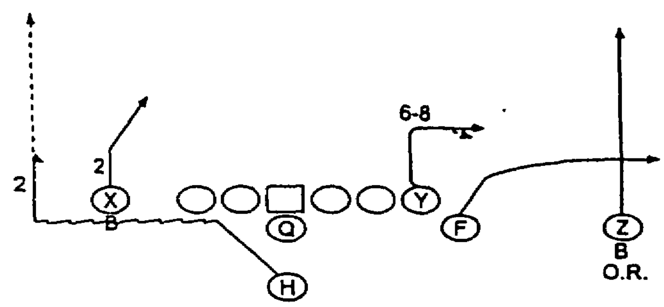
DOUBLE RT ZIP GONE RT 871 H SWING



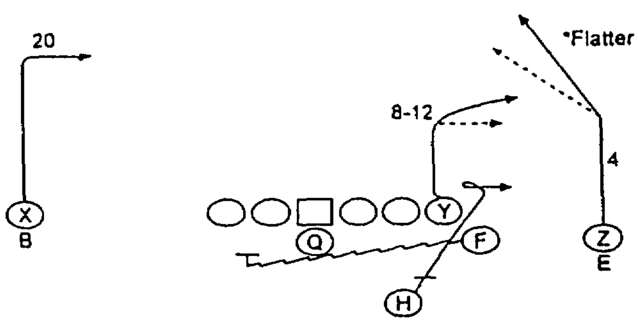
DOUBLE RT GONE RT 839 H FLAT



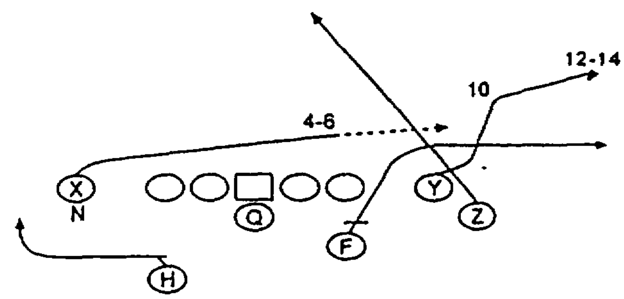
TRIPS RT TEX GONE RT 239 F FLAT



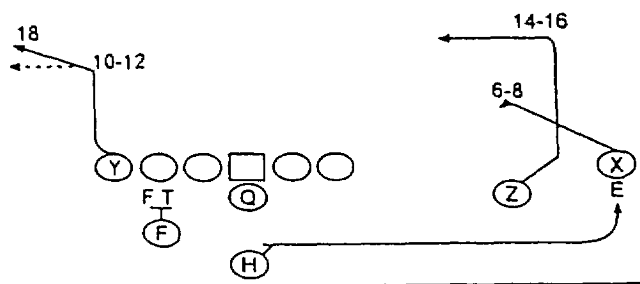
DEUCE RT JAM RIP 438 R.I. H FAKE CROSS



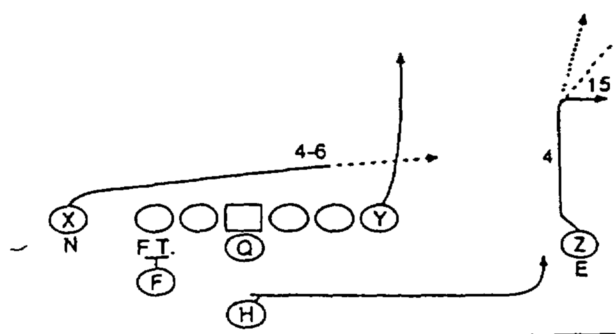
BUNCH RT LIZ 078 STOP F FLAT



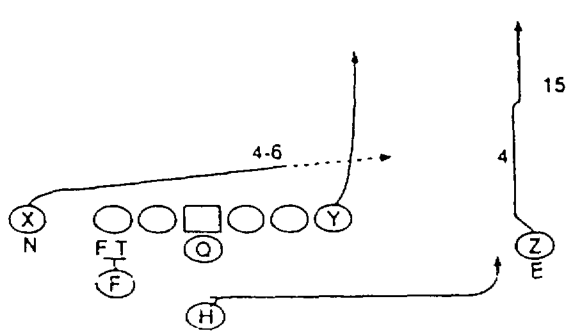
JACK LT SLOT RIP 741



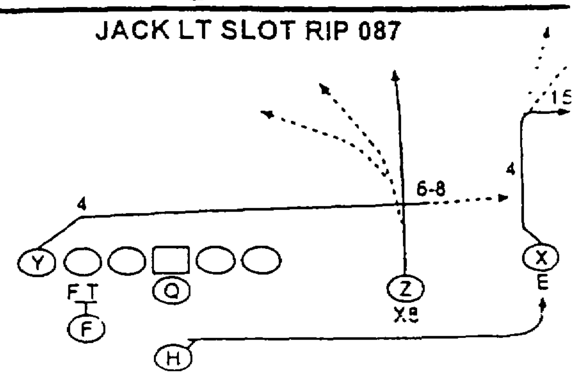
QUEEN RT RIP 097



QUEEN RT RIP 097 PUMP



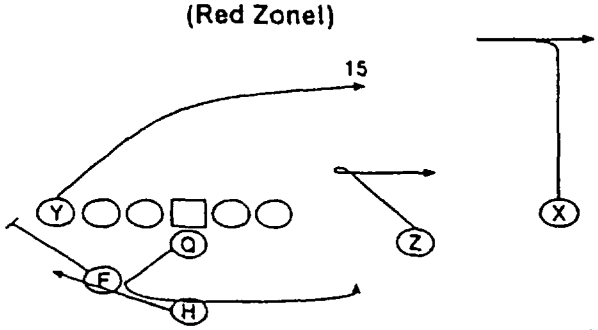
JACK LT SLOT RIP 087



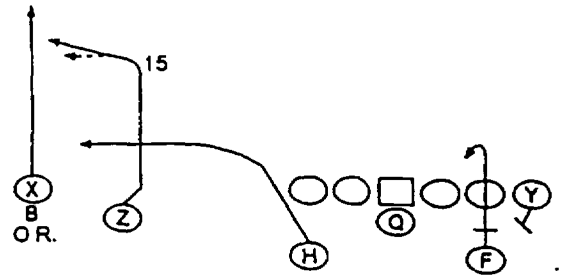
O.T.A. #1, MONDAY 6/14/99

#3

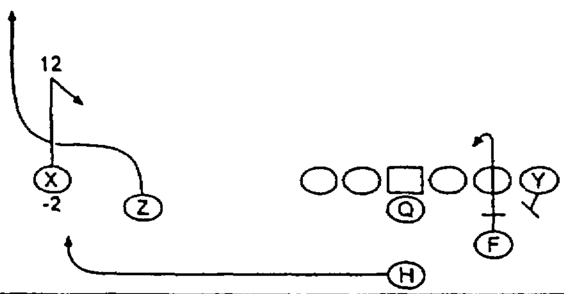
JACK LT SLOT FAKE PRESS LT R.I. NAKED 215
(Red Zone!)



SPLIT RT SLOT SLIDE RT 79 H FLAT



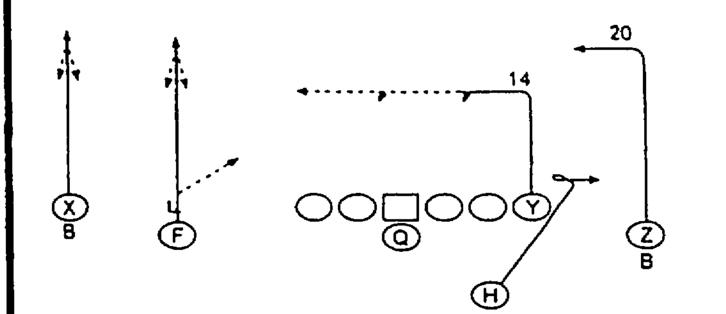
JACK RT SLOT SLIDE RT 16 PUMP / H SWING



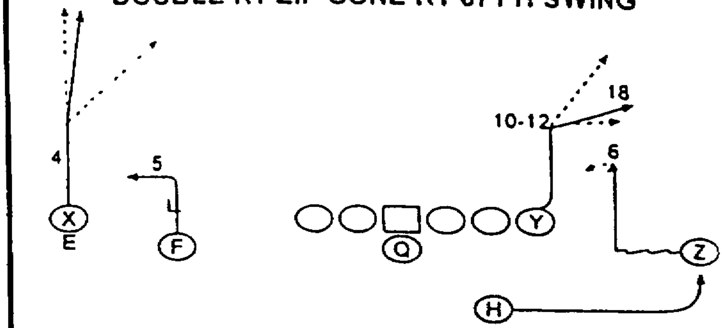
O.T.A. #1, MONDAY 6/14/99

#1

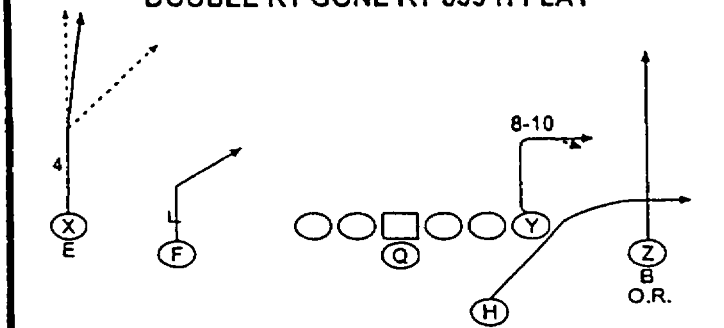
DOUBLE RT GONE RT 944 H FAKE CROSS



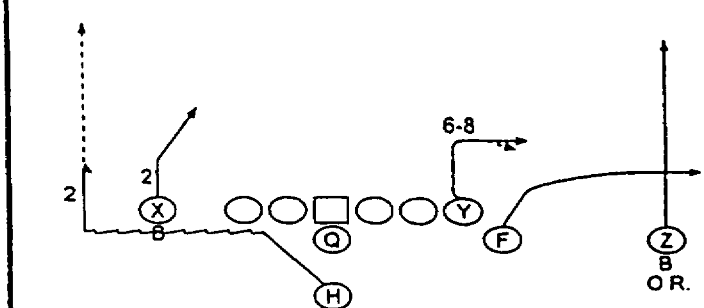
DOUBLE RT ZIP GONE RT 871 H SWING



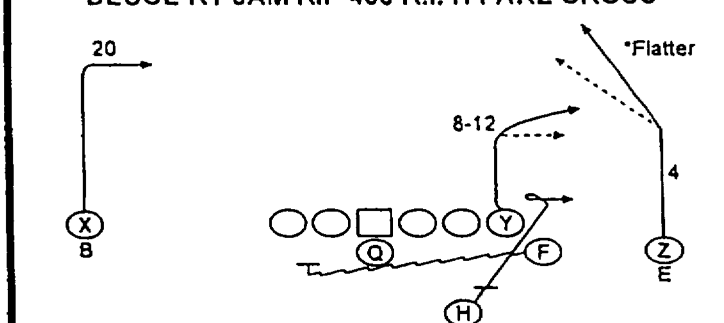
DOUBLE RT GONE RT 839 H FLAT



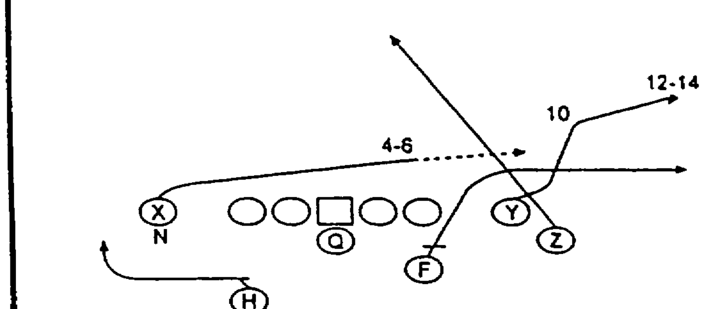
TRIPS RT TEX GONE RT 239 F FLAT



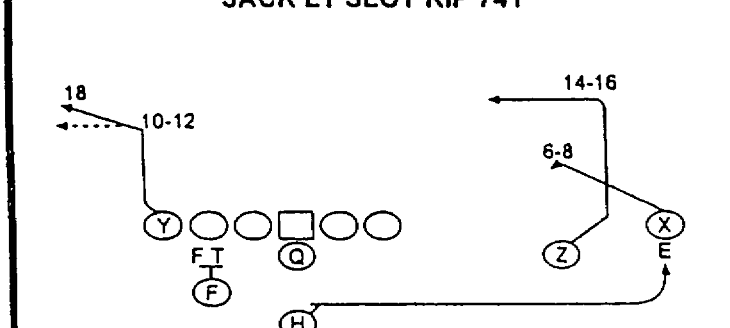
DEUCE RT JAM RIP 438 R.I. H FAKE CROSS



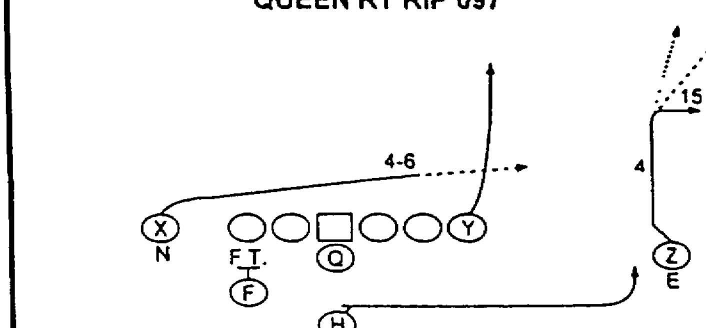
BUNCH RT LIZ 078 STOP F FLAT



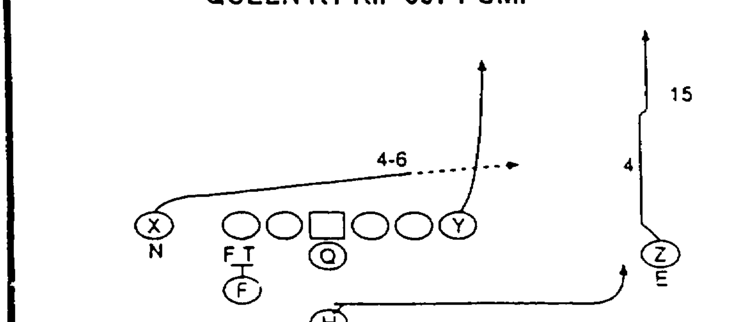
JACK LT SLOT RIP 741



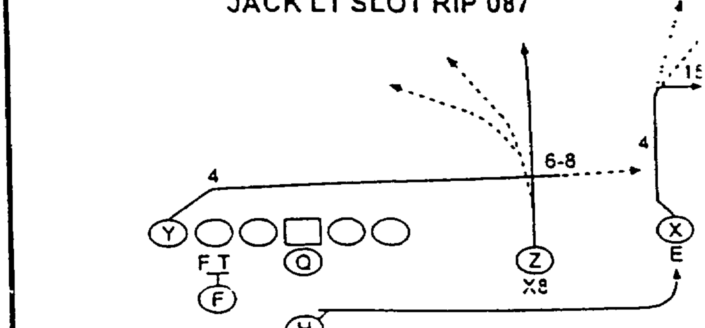
QUEEN RT RIP 097



QUEEN RT RIP 097 PUMP



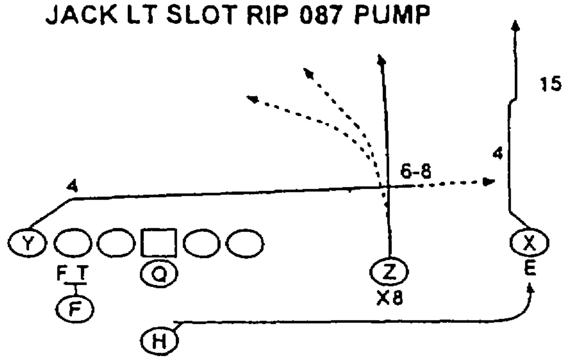
JACK LT SLOT RIP 087



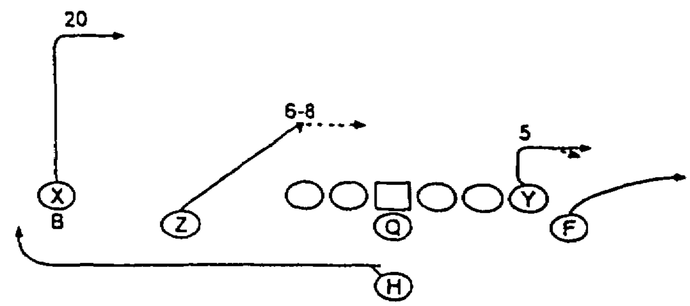
O.T.A. #1, MONDAY 6/14/99

#2

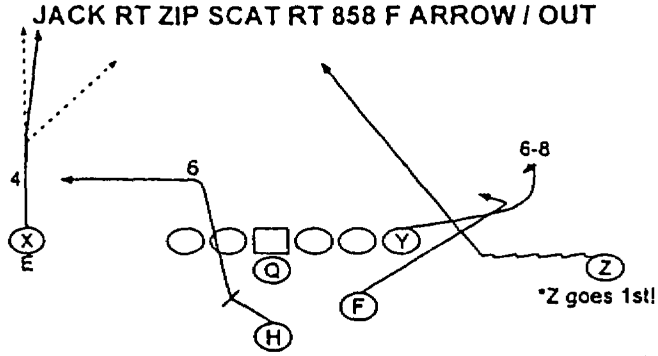
JACK LT SLOT RIP 087 PUMP



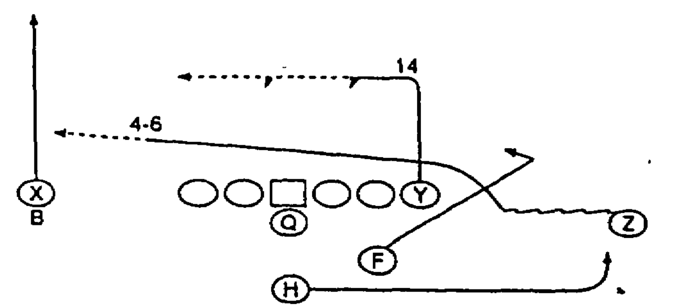
FLANK RT QUICK SCAT RT 364 F FLAT



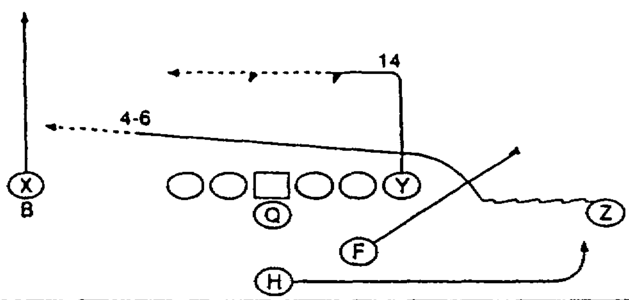
JACK RT ZIP SCAT RT 858 F ARROW / OUT



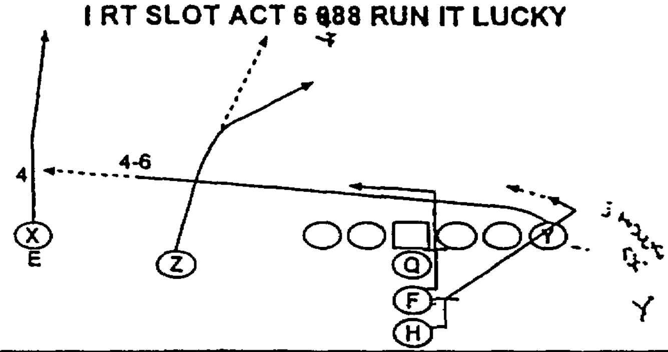
JACK RT ZIP ACE RT HOT 940 F ARROW / SWING



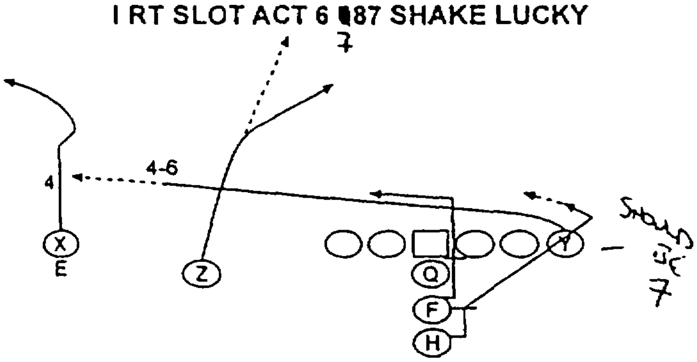
JACK RT ZIP ACE RT HOT 940 F STOP / SWING



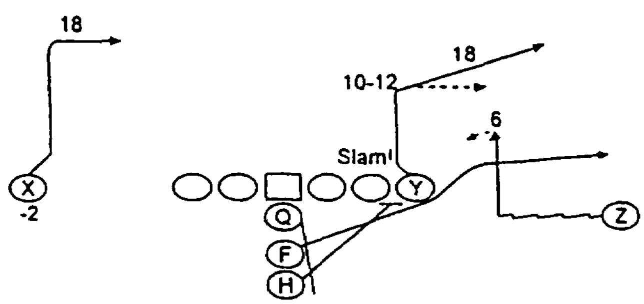
I RT SLOT ACT 6 088 RUN IT LUCKY



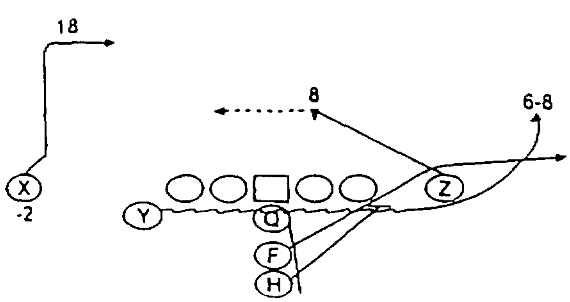
I RT SLOT ACT 6 087 SHAKE LUCKY



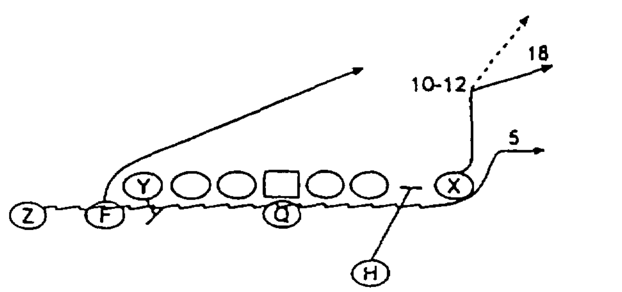
I RT ZIP FIRE PASS RT 71 F FLAT



I RT FLING FIRE PASS RT 56 F FLAT



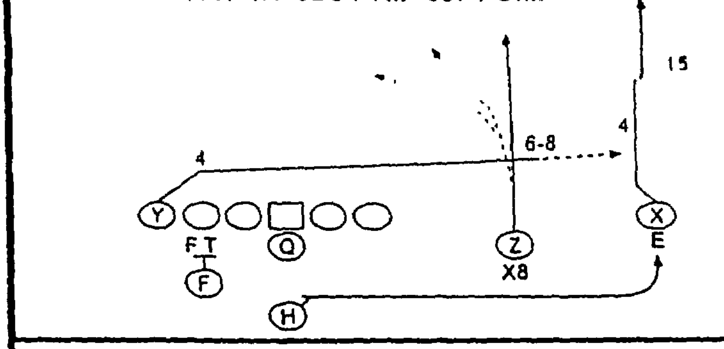
FLOAT LT ZOOM SPRINT RT 17



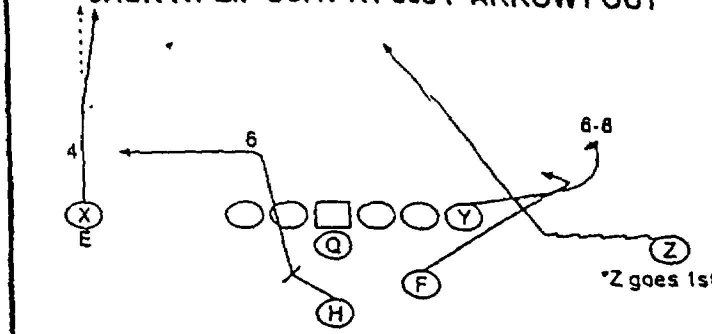
O.T.A. #1, MONDAY 6/14/99

#2

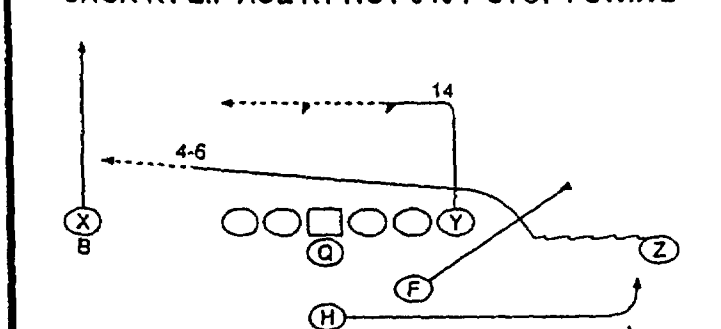
JACK LT SLOT RIP 087 PUMP



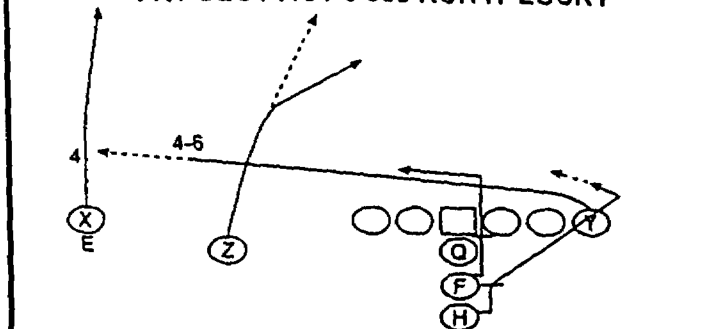
JACK RT ZIP SCAT RT 858 F ARROW / OUT



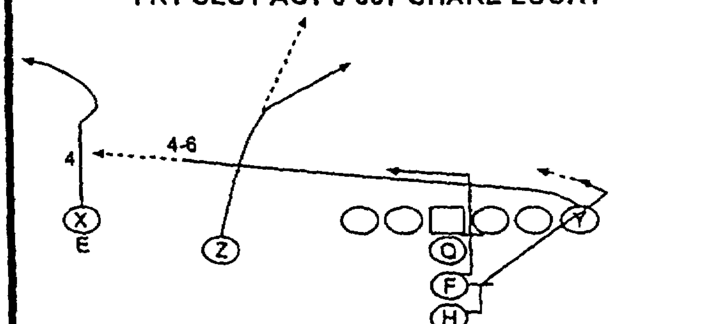
JACK RT ZIP ACE RT HOT 940 F STOP / SWING



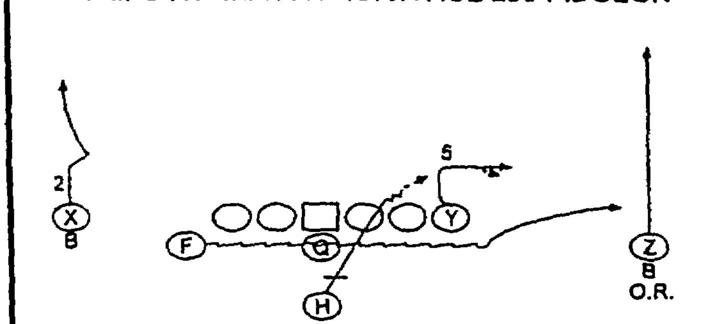
I RT SLOT ACT 6 088 RUN IT LUCKY



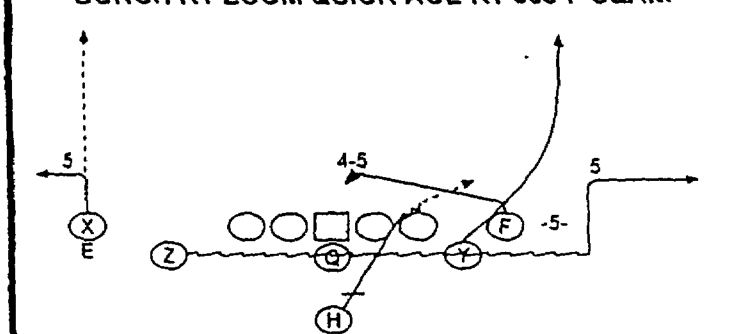
I RT SLOT ACT 6 087 SHAKE LUCKY



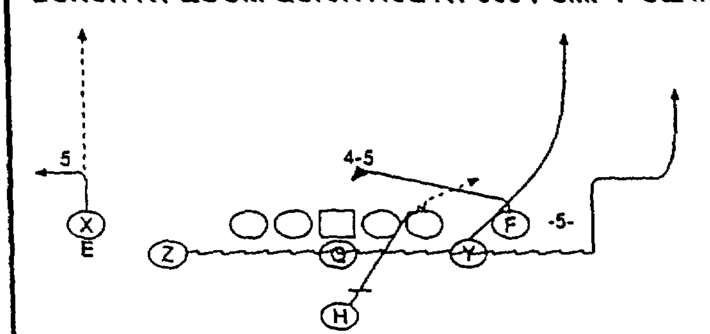
TRIPS RT MOTION QUICK ACE 239 PIDGEON



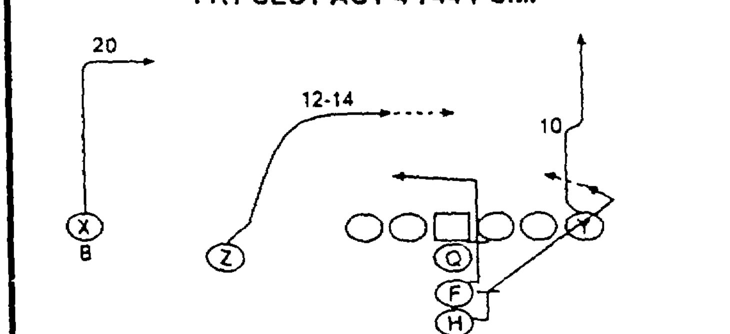
BUNCH RT ZOOM QUICK ACE RT 363 F SEAM



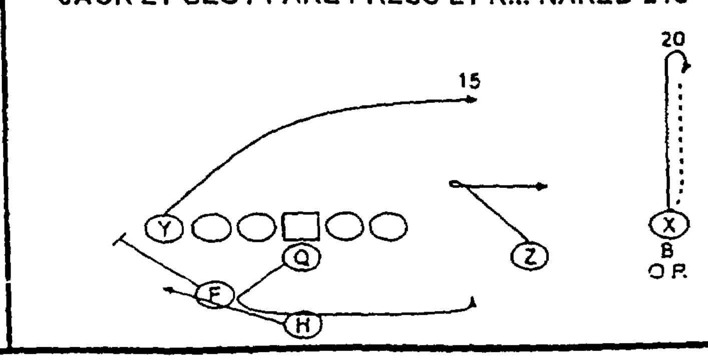
BUNCH RT ZOOM QUICK ACE RT 363 PUMP F SEAM



I RT SLOT ACT 4 744 PUMP



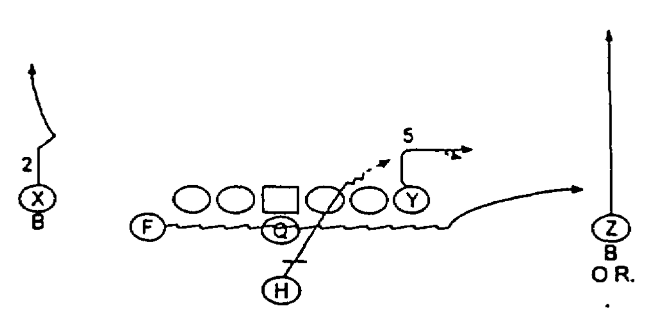
JACK LT SLOT FAKE PRESS LT R.I. NAKED 215



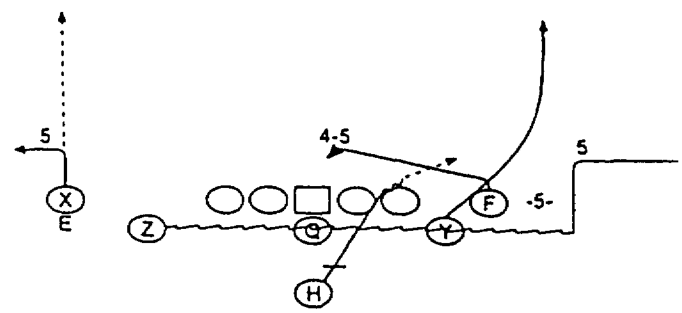
O.T.A. #1, MONDAY 6/14/99

#3

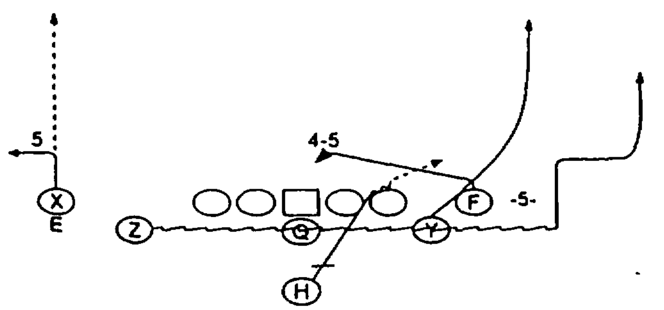
TRIPS RT MOTION QUICK ACE 239 PIDGEON



BUNCH RT ZOOM QUICK ACE RT 363 F SEAM



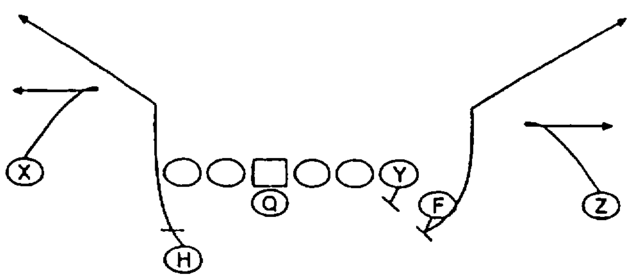
BUNCH RT ZOOM QUICK ACE RT 363 PUMP F SEAM



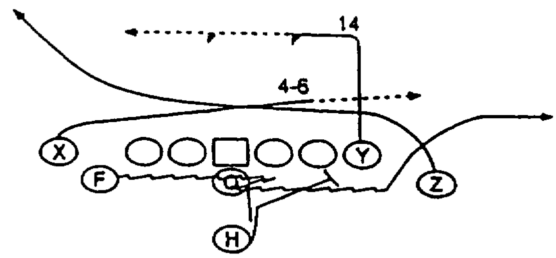
O.T.A. #2, TUESDAY 6/15/99

#1

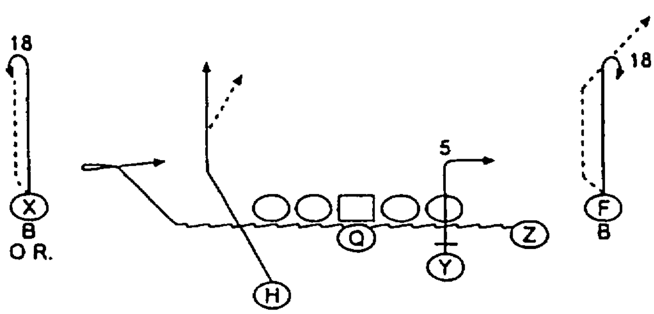
TRIPS RT OTTO LT SPIN CORNERS
(Red Zone)



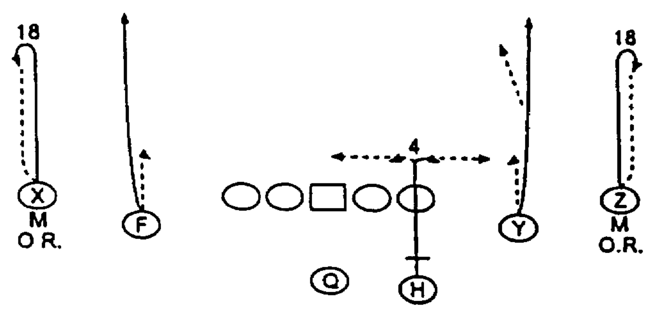
TRIPS RT MISSLE FIRE PASS RT 042 F FLAT



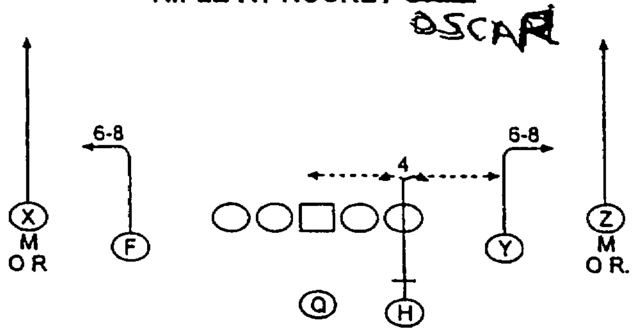
FLEX RT ZOOM SMOKE Z UNDER



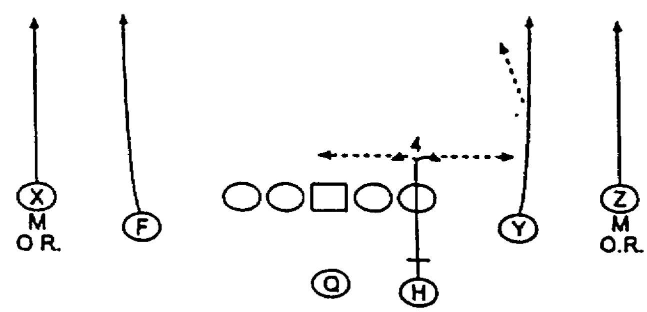
RIFLE RT ROCKET COB



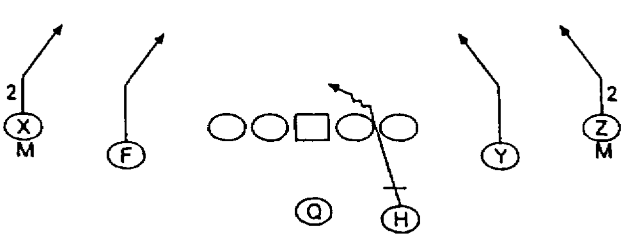
RIFLE RT ROCKET ~~OHIO~~ OSCAR



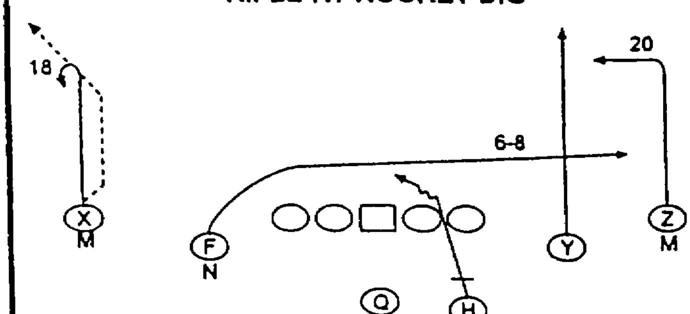
RIFLE RT ROCKET BALLOON



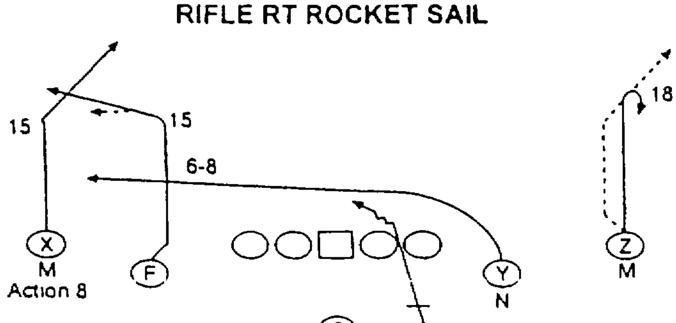
RIFLE RT ROCKET SLICK



RIFLE RT ROCKET DIG



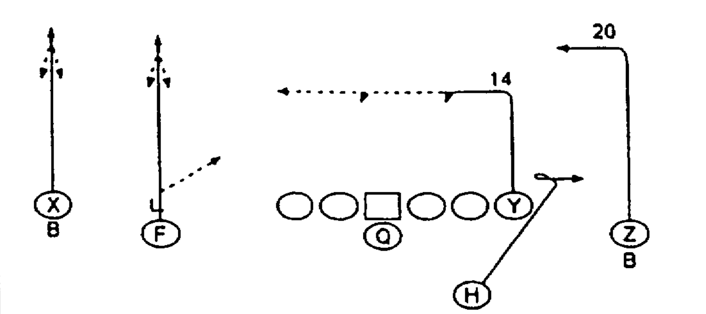
RIFLE RT ROCKET SAIL



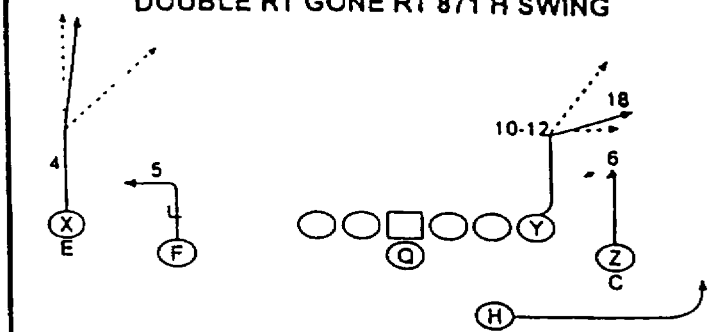
O.T.A. #2, TUESDAY 6/15/99

#1

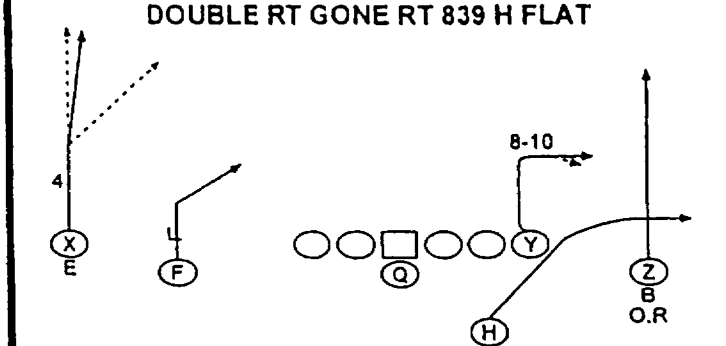
DOUBLE RT GONE RT 944 H FAKE CROSS



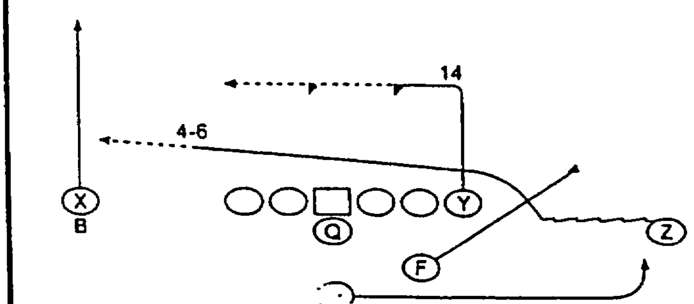
DOUBLE RT GONE RT 871 H SWING



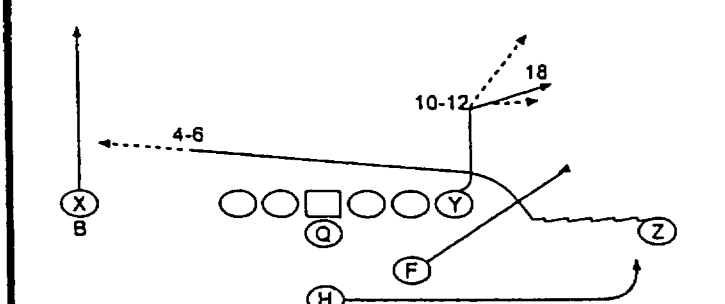
DOUBLE RT GONE RT 839 H FLAT



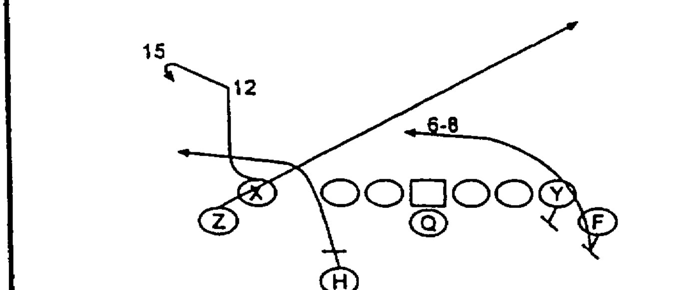
JACK RT ZIP ACE RT HOT 940 F STOP / SWING



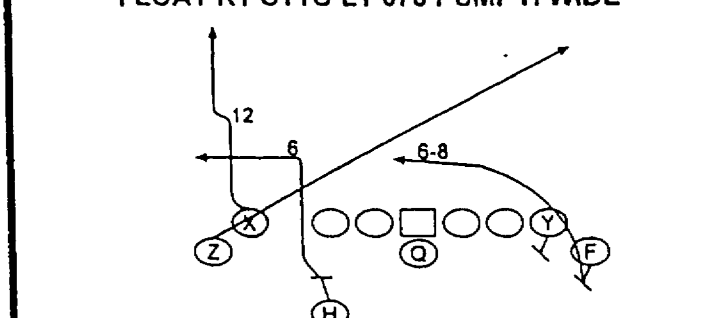
JACK RT ZIP ACE RT HOT 970 F STOP / SWING



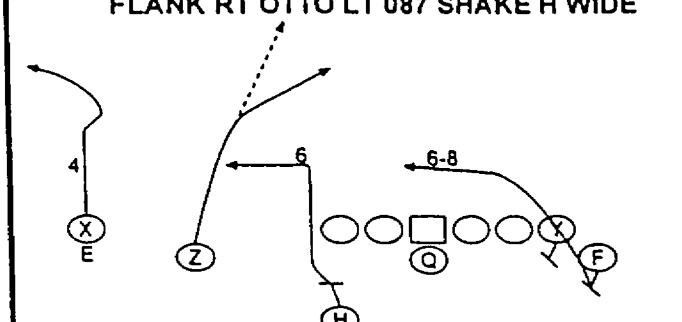
FLOAT RT OTTO LT 078 STOP H FLAT



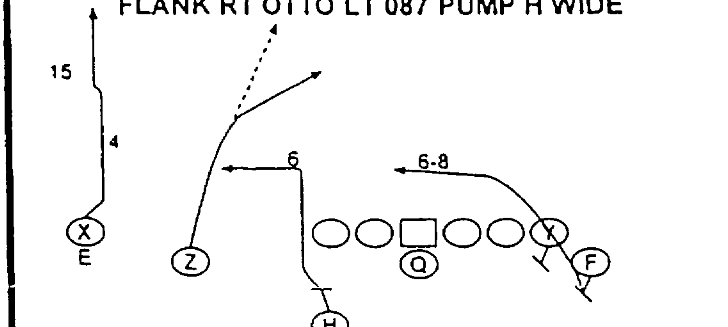
FLOAT RT OTTO LT 078 PUMP H WIDE



FLANK RT OTTO LT 087 SHAKE H WIDE

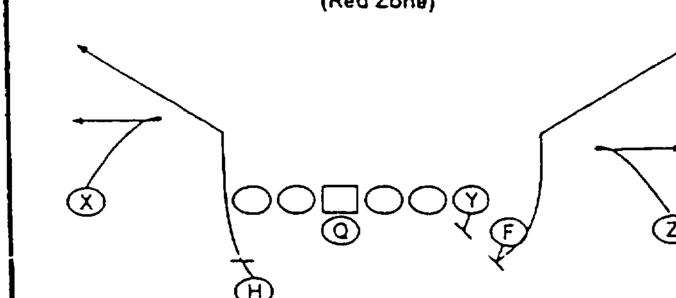


FLANK RT OTTO LT 087 PUMP H WIDE



TRIPS RT OTTO LT SPIN CORNERS

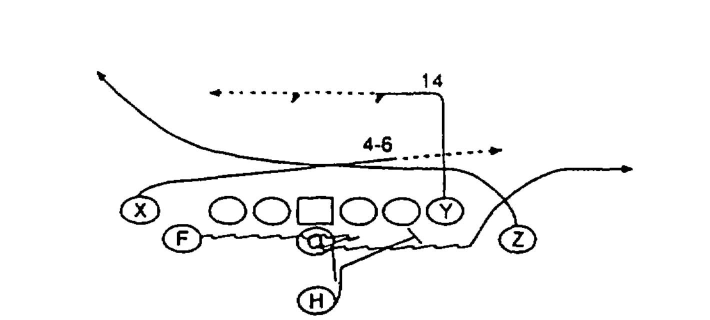
(Red Zone)



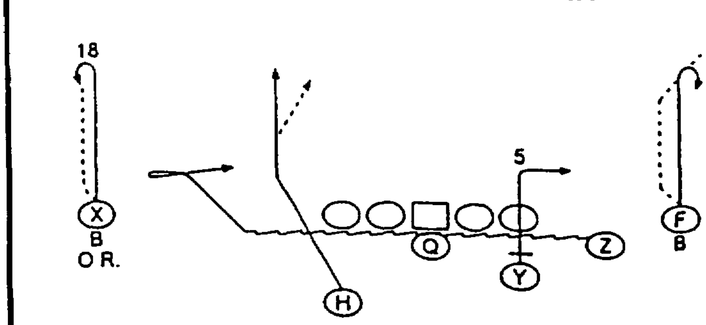
O.T.A. #2, TUESDAY 6/15/99

#2

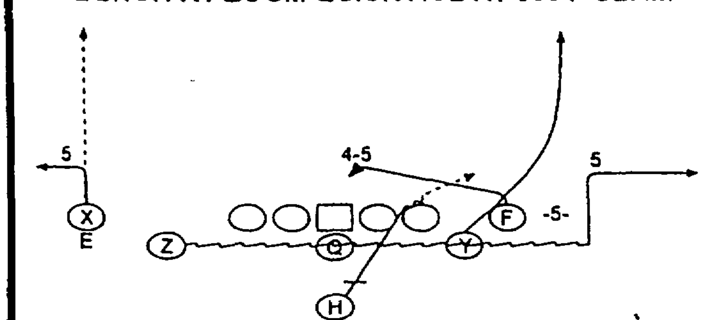
TRIPS RT MISSLE FIRE PASS RT 042 F FLAT



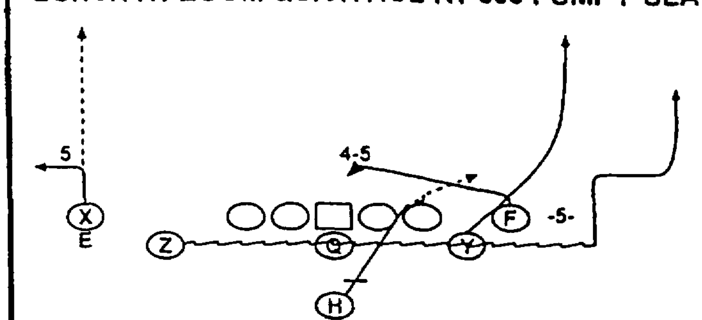
FLEX RT ZOOM SMOKE Z UNDER



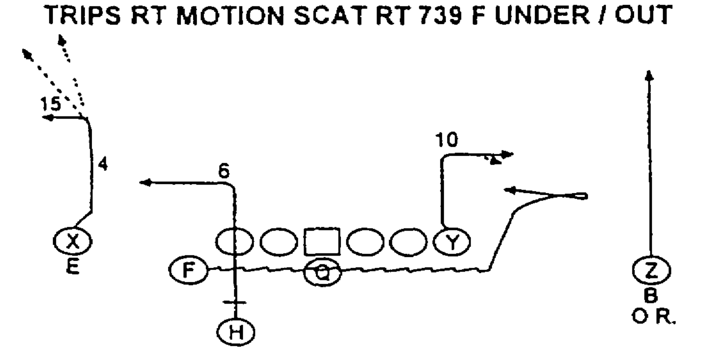
BUNCH RT ZOOM QUICK ACE RT 363 F SEAM



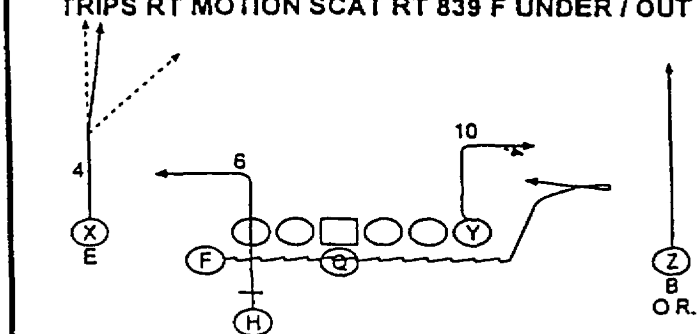
BUNCH RT ZOOM QUICK ACE RT 363 PUMP F SEAI



TRIPS RT MOTION SCAT RT 739 F UNDER / OUT



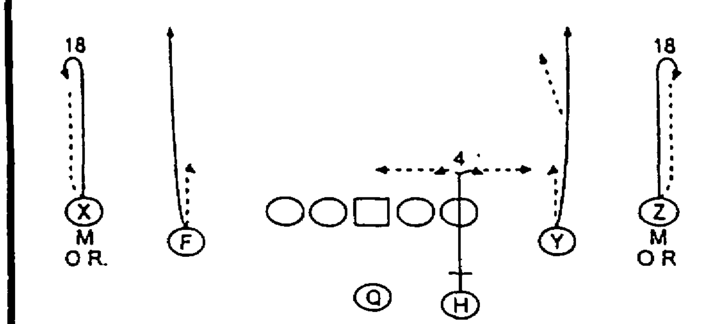
TRIPS RT MOTION SCAT RT 839 F UNDER / OUT



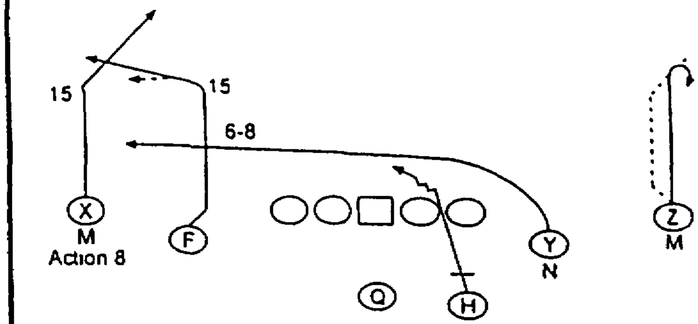
O.T.A. #3, WEDNESDAY 6/16/99

#1

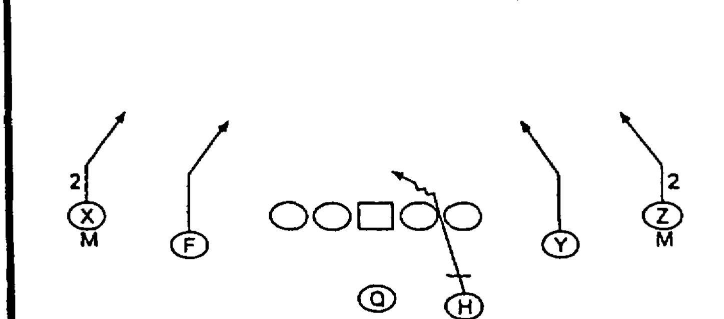
RIFLE RT ROCKET COB



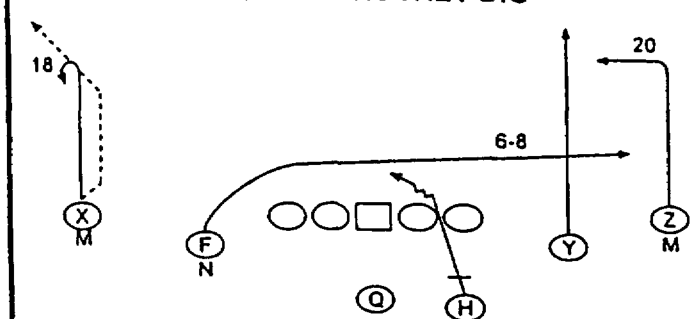
RIFLE RT ROCKET SAIL



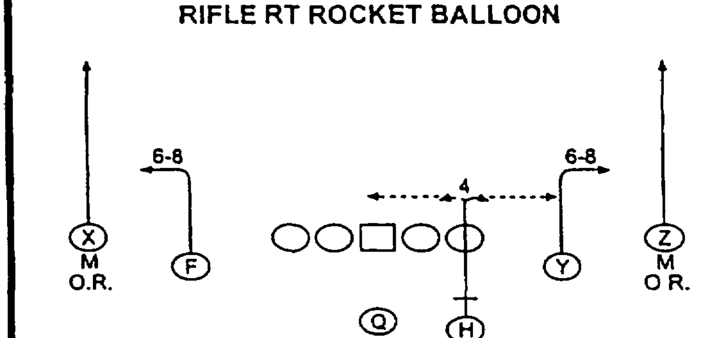
RIFLE RT ROCKET SLICK



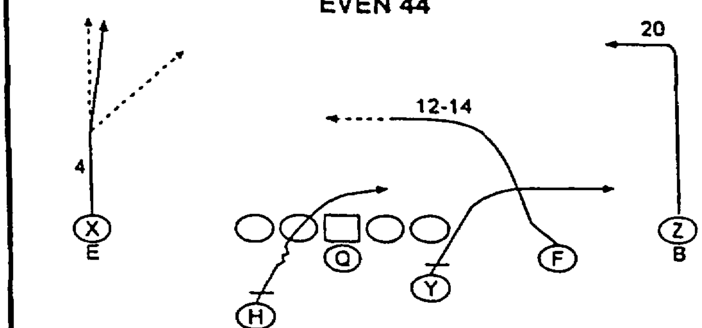
RIFLE RT ROCKET DIG



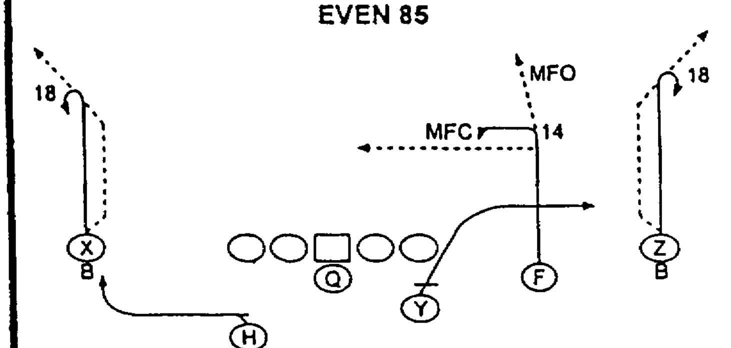
RIFLE RT ROCKET BALLOON



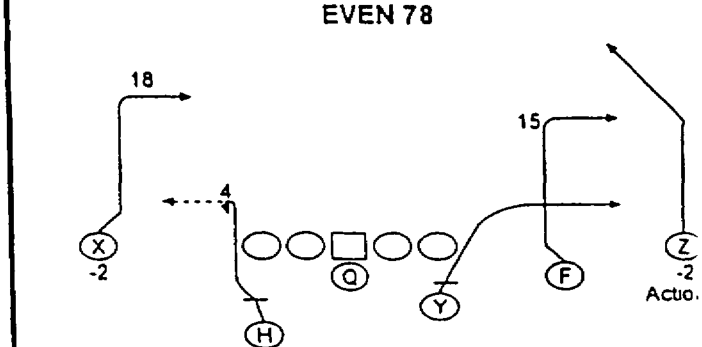
EVEN 44



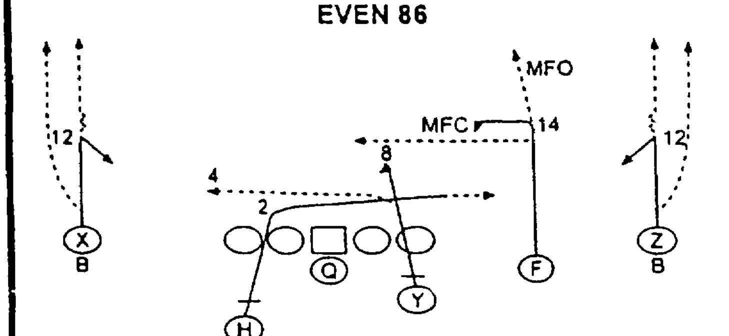
EVEN 85



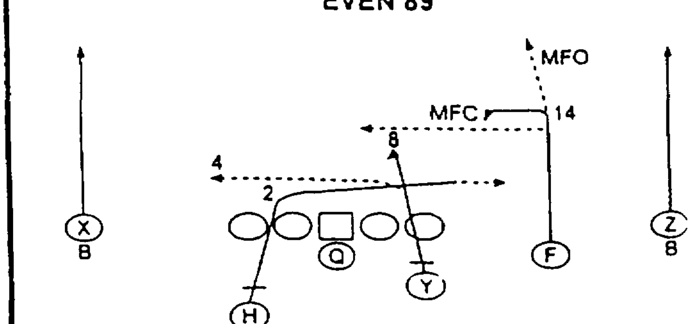
EVEN 78



EVEN 86



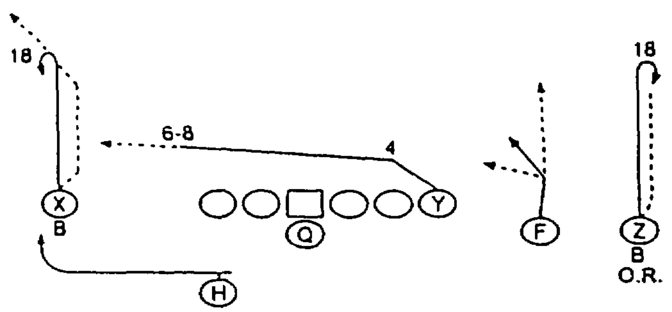
EVEN 89



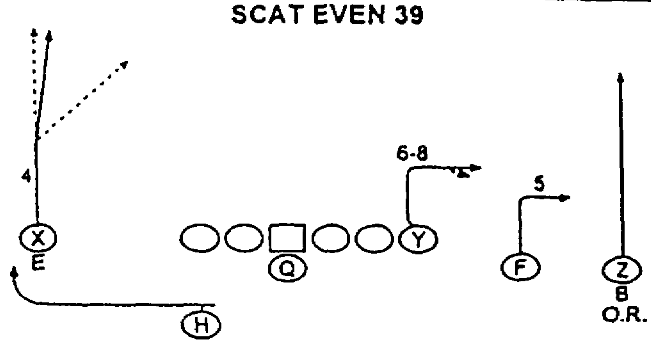
O.T.A. #3, WEDNESDAY 6/16/99

#2

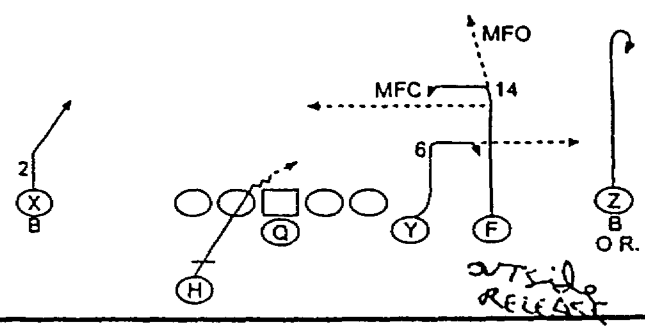
SCAT EVEN 25



SCAT EVEN 39



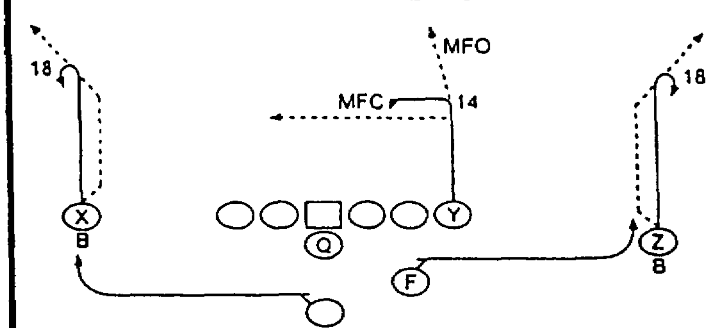
SCAT EVEN YO YO



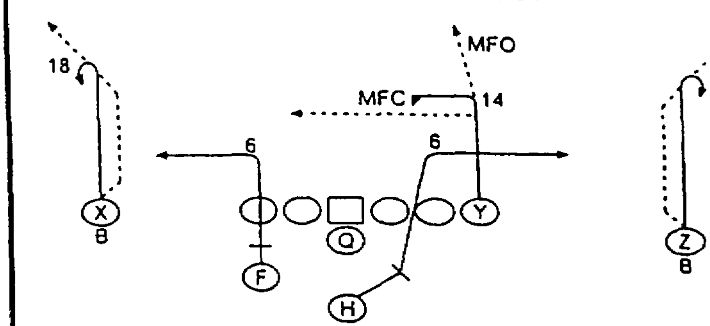
4/30/99 FRIDAY A.M.

#1

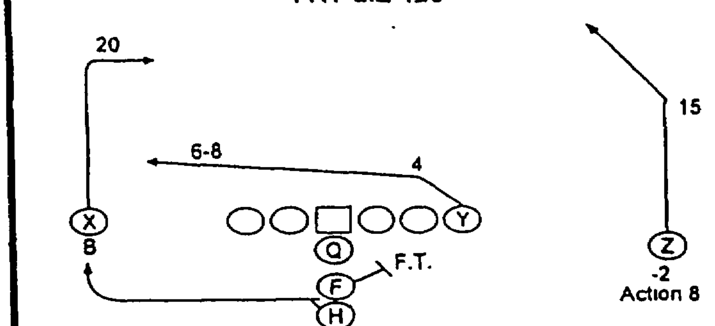
JACK RT LIZ 585



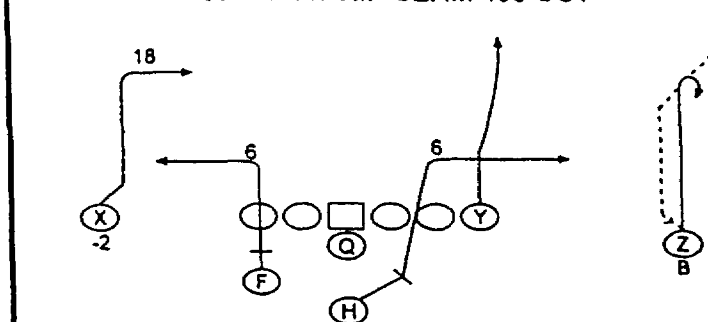
QUEEN RT RIP 585 OUT



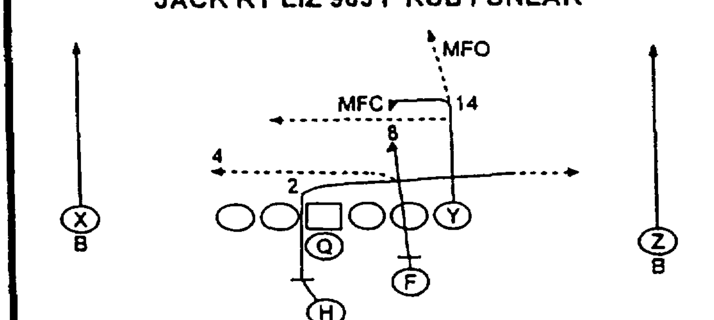
I RT LIZ 428



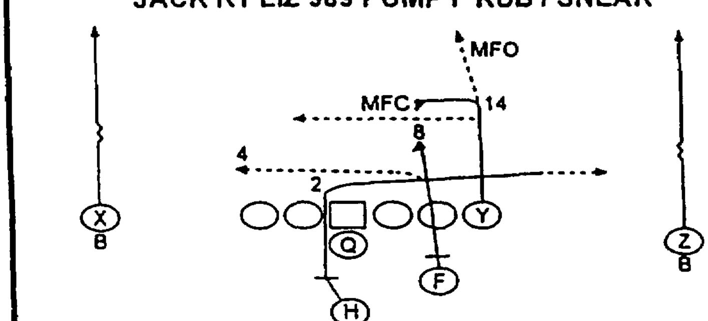
QUEEN RT RIP SEAM 495 OUT



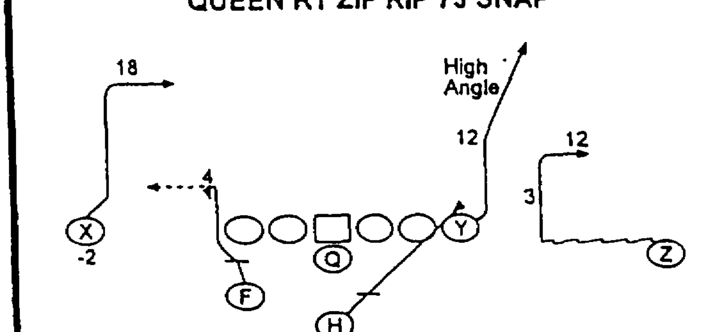
JACK RT LIZ 989 F RUB / SNEAK



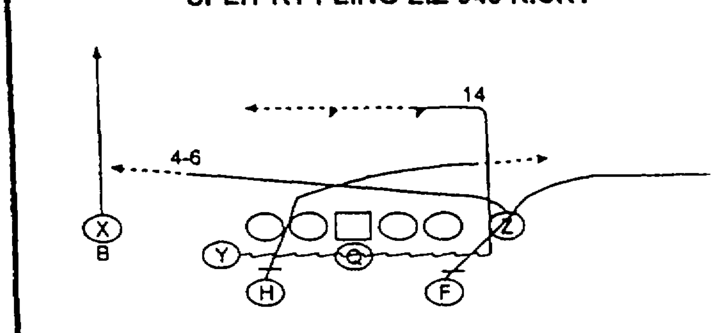
JACK RT LIZ 989 PUMP F RUB / SNEAK



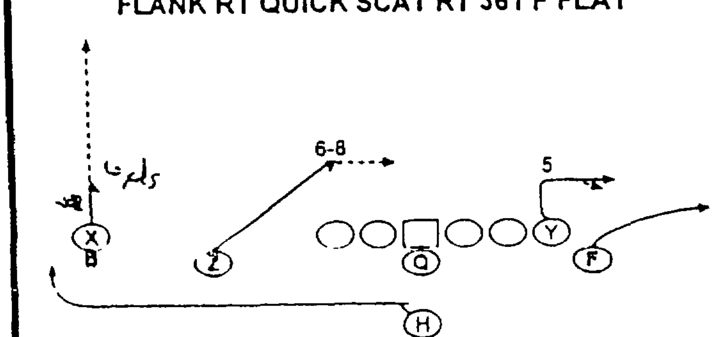
QUEEN RT ZIP RIP 73 SNAP



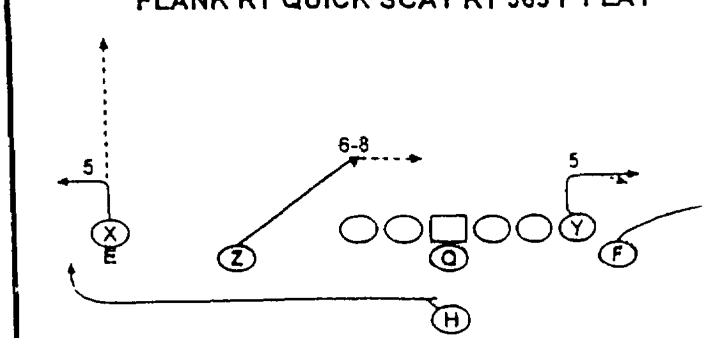
SPLIT RT FLING LIZ 940 RICKY



FLANK RT QUICK SCAT RT 361 F FLAT



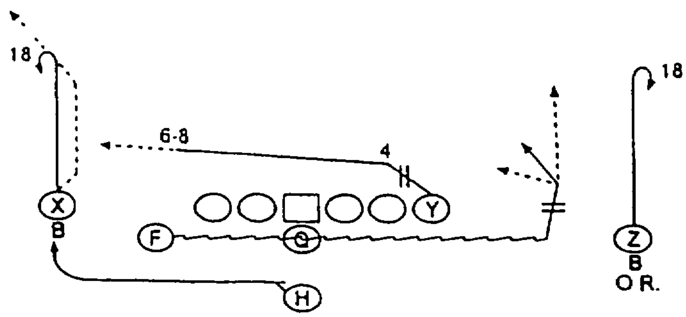
FLANK RT QUICK SCAT RT 363 F FLAT



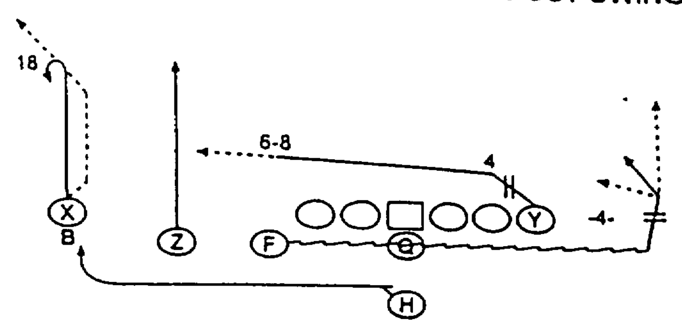
4/30/99 FRIDAY A.M.

#2

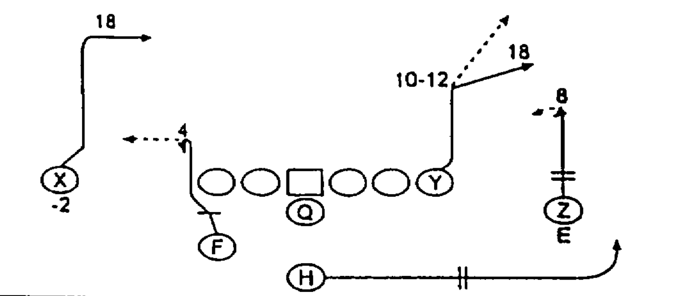
TWINS RT MOTION SCAT RT 525 F POST / SWING



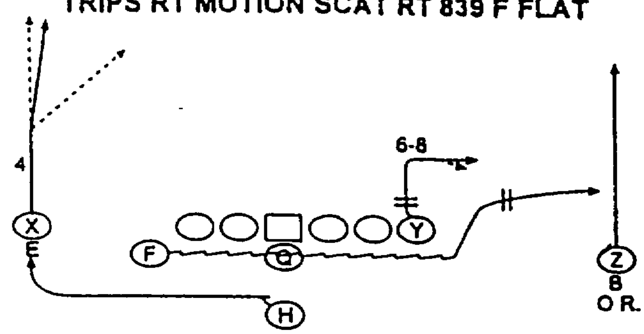
FLANK RT MOTION SCAT RT 095 F POST SWING



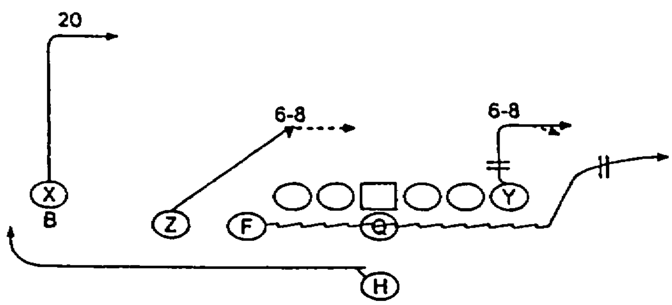
QUEEN RT SCAT 76 SWING



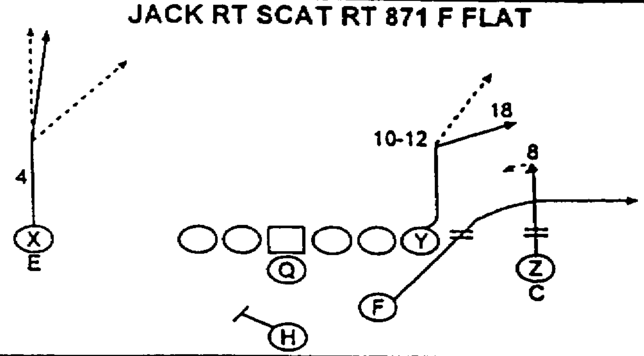
TRIPS RT MOTION SCAT RT 839 F FLAT



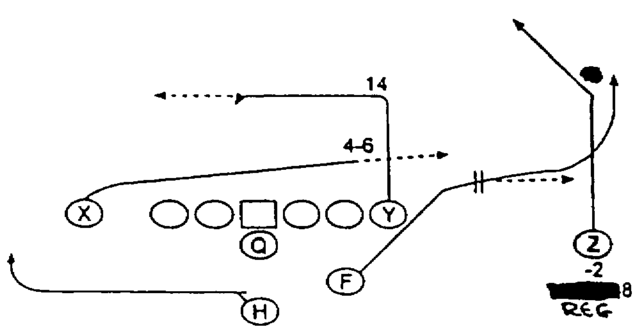
FLANK RT MOTION SCAT RT 364 F FLAT / SWING



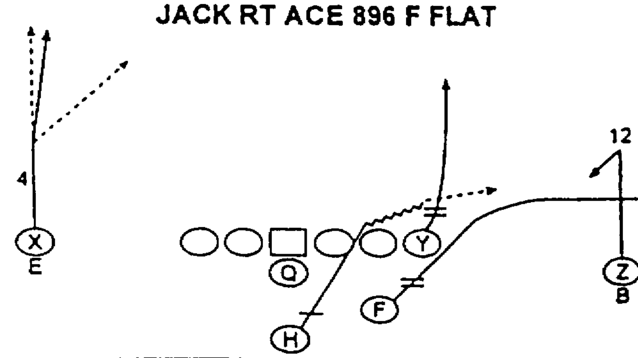
JACK RT SCAT RT 871 F FLAT



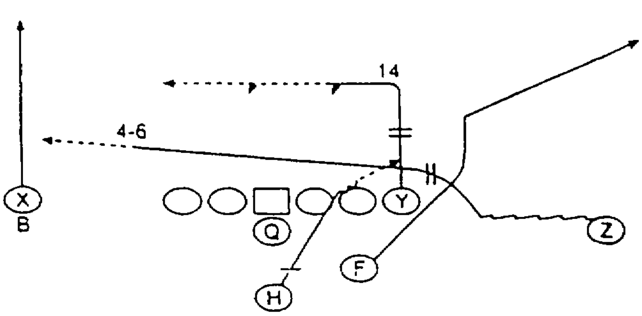
JACK RT SCAT RT 048 R.I. F SHOOT / SWING



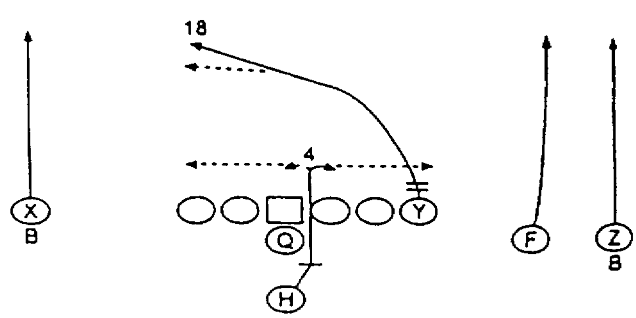
JACK RT ACE 896 F FLAT



JACK RT ZIP ACE RT 940 F CORNER



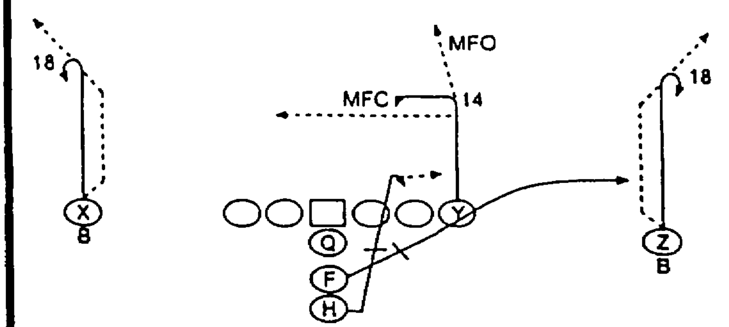
TWINS RT ACE RT 999 H BALLOON



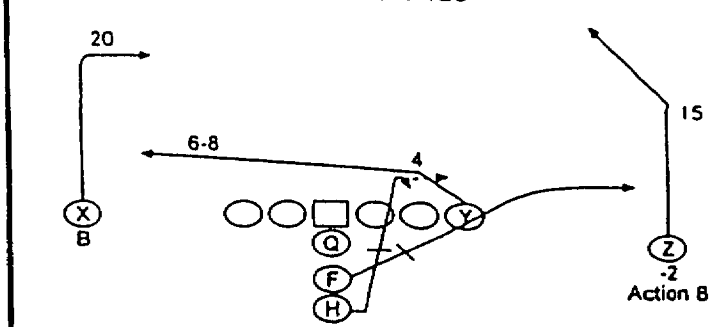
4/30/99 FRIDAY A.M.

#3

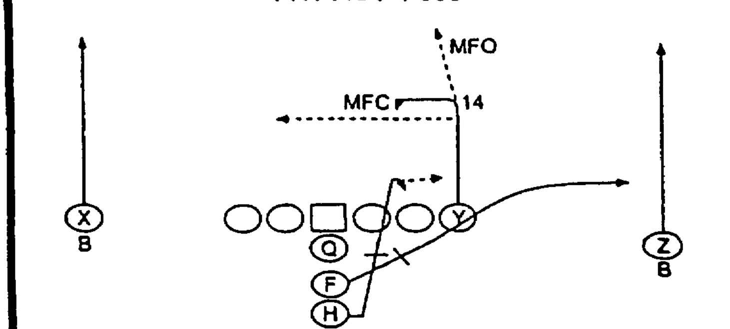
I RT ACT 4 585



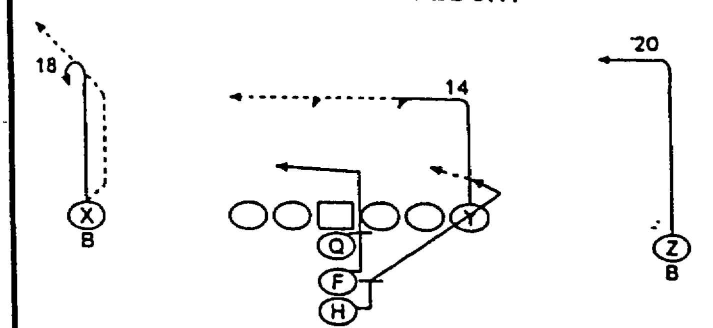
I RT ACT 4 428



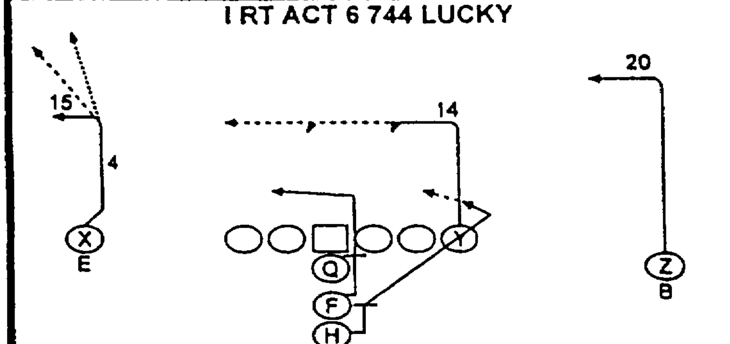
I RT ACT 4 989



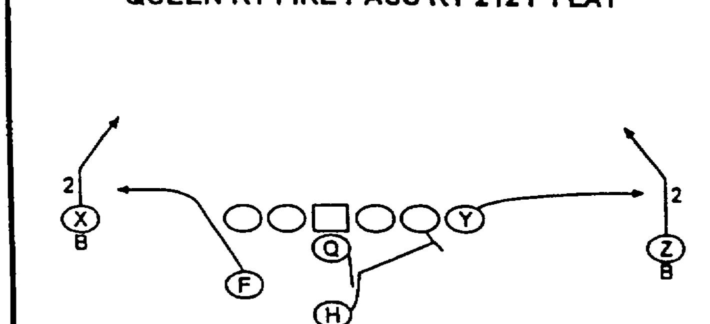
I RT ACT 6 544 LUCKY



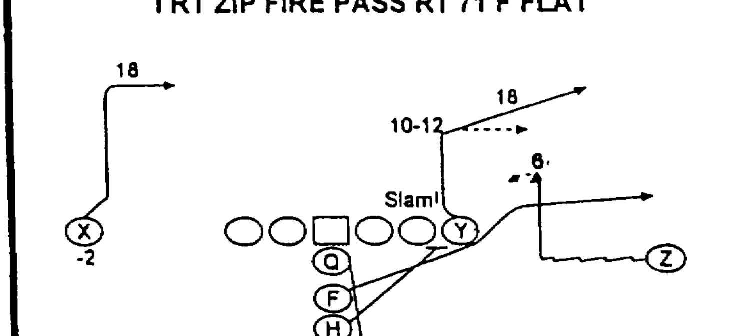
I RT ACT 6 744 LUCKY



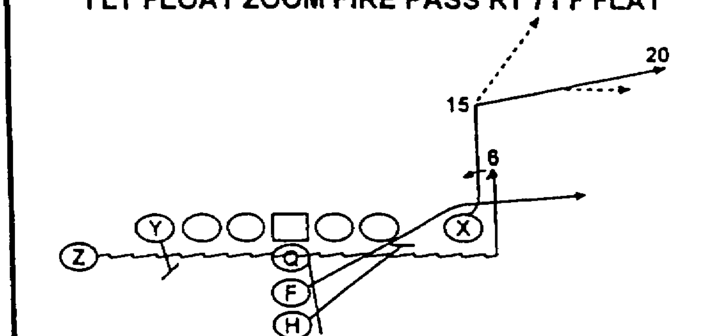
QUEEN RT FIRE PASS RT 212 F FLAT



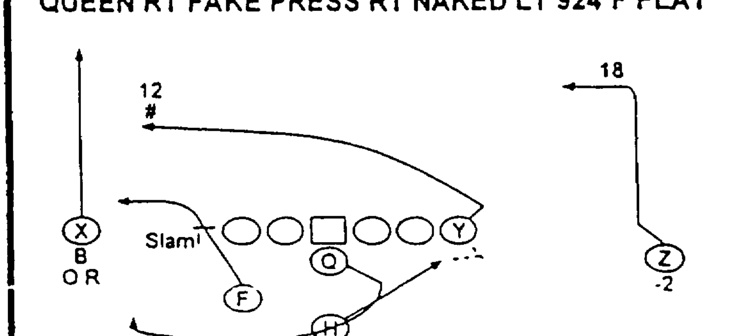
I RT ZIP FIRE PASS RT 71 F FLAT



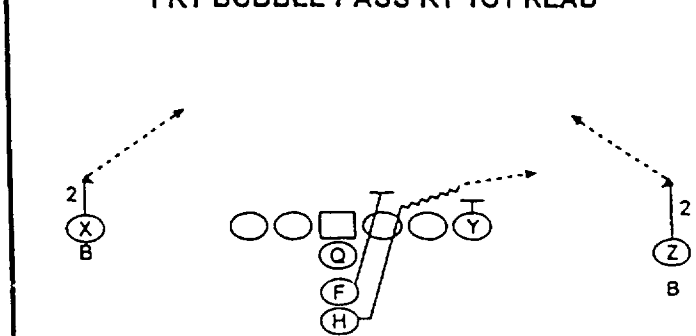
I LT FLOAT ZOOM FIRE PASS RT 71 F FLAT



QUEEN RT FAKE PRESS RT NAKED LT 924 F FLAT



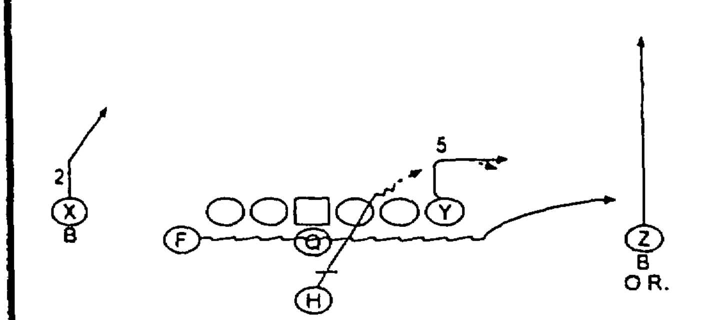
I RT BUBBLE PASS RT 101 READ



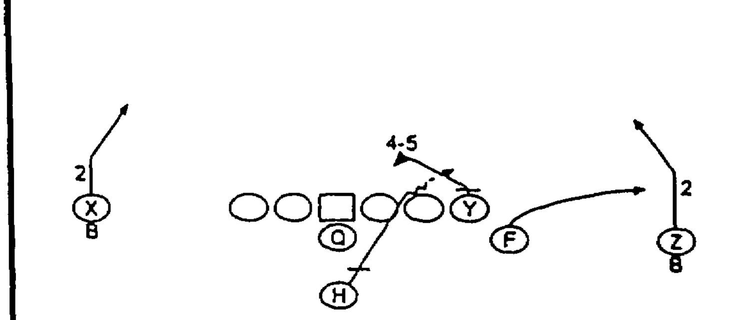
4/30/99 FRIDAY P.M.

#1

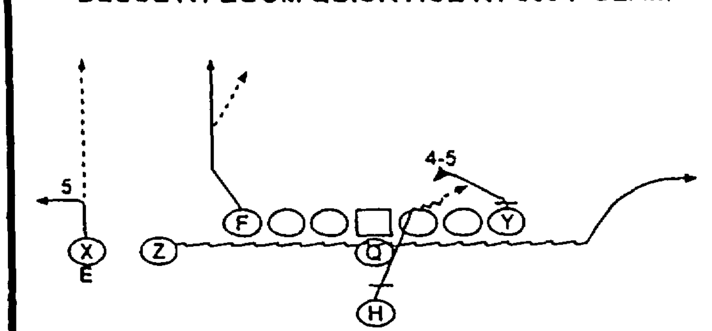
TRIPS RT MOTION QUICK ACE 239 F FLAT



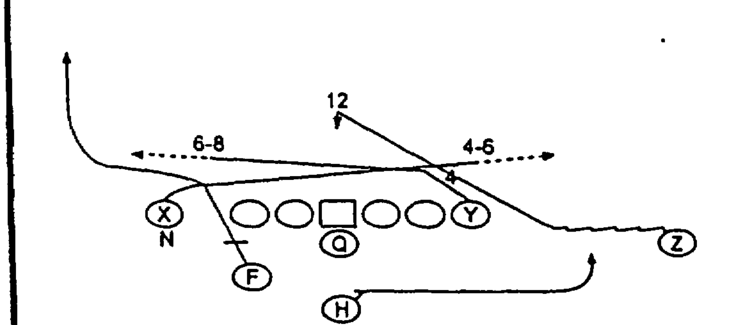
TRIPS RT QUICK ACE RT 262 F FLAT



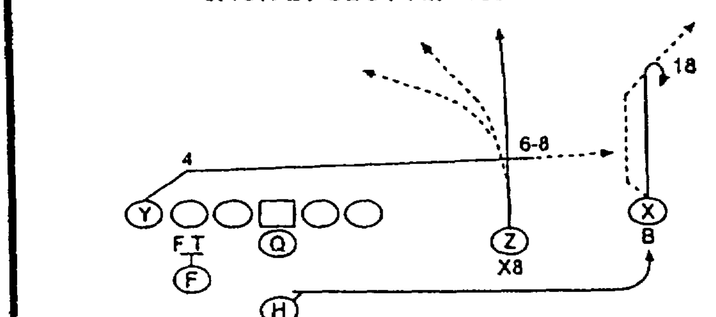
DEUCE RT ZOOM QUICK ACE RT 363 F SEAM



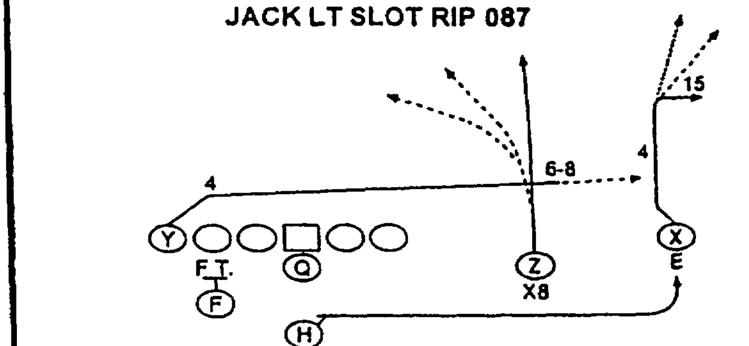
QUEEN RT ZIP RIP 022 STOP F SHOOT / SWING



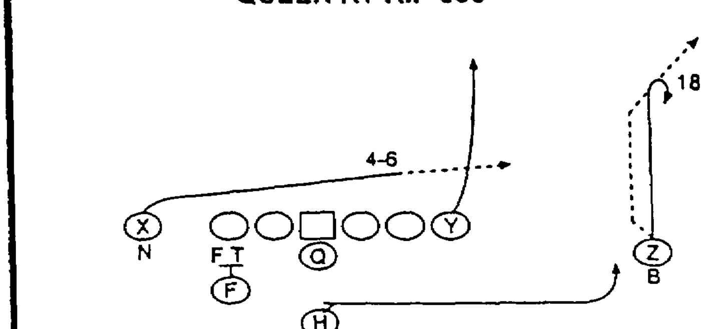
JACK LT SLOT RIP 085



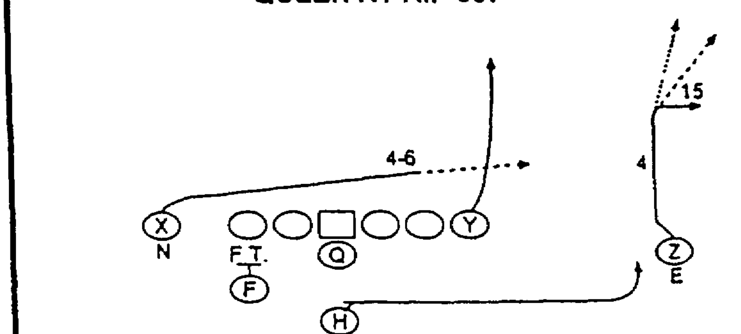
JACK LT SLOT RIP 087



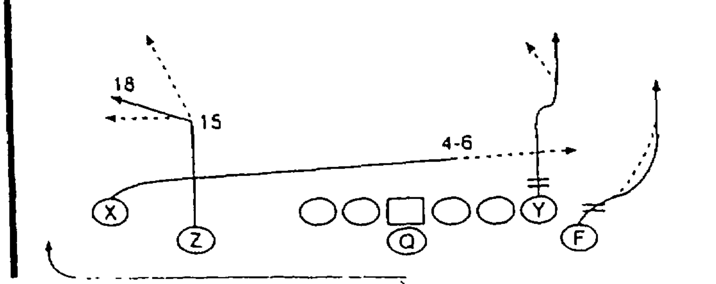
QUEEN RT RIP 095



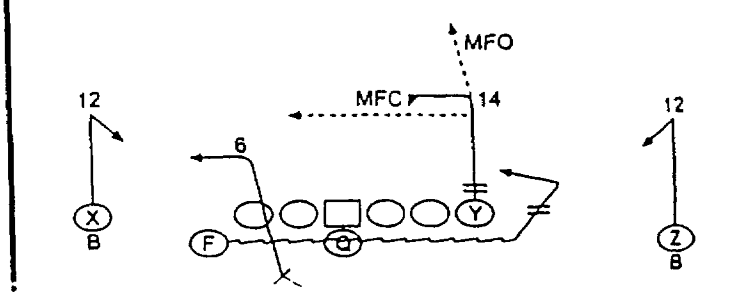
QUEEN RT RIP 097



FLANK RT SCAT RT 370 F SHOOT / PUMP / SWING



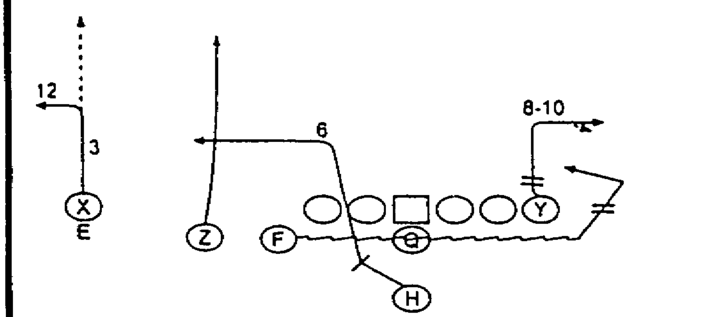
TRIPS RT MOTION SCAT RT 686 F CROSS / OUT



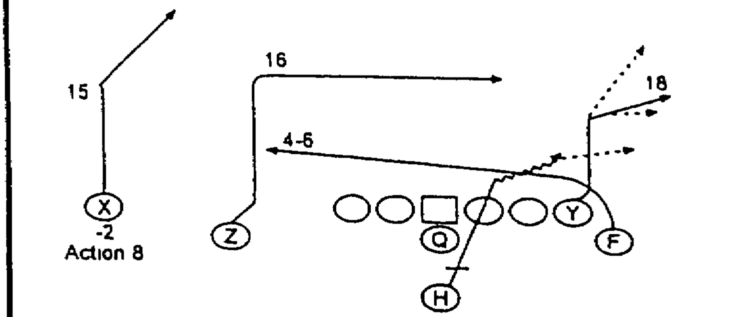
4/30/99 FRIDAY P.M.

#2

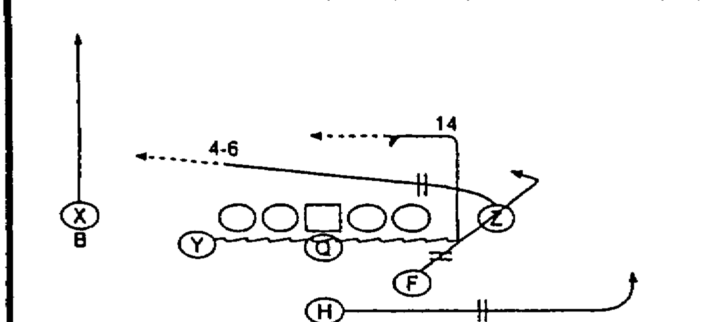
FLANK RT MOTION SCAT RT 395 F CROSS / OUT



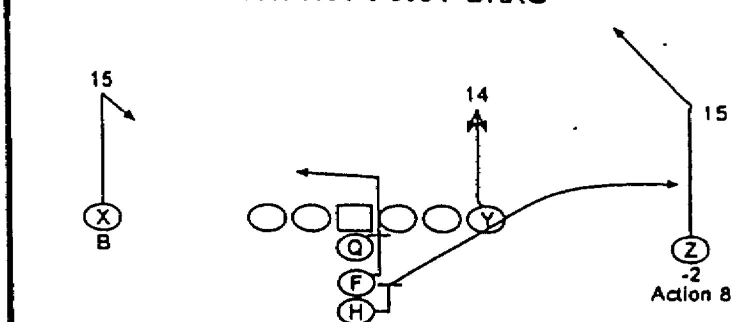
FLANK RT ACE RT 748 F DRAG



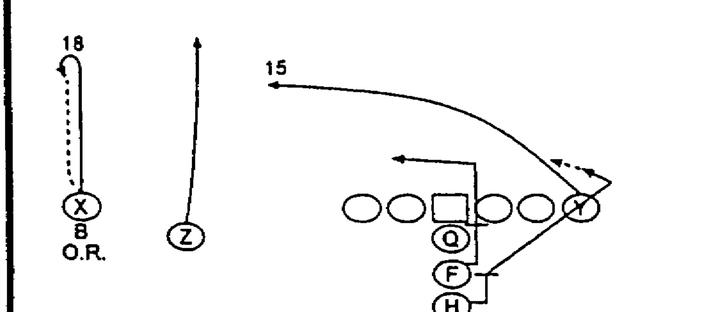
JACK RT FLING ACE RT HOT 940 F ARROW / SWING



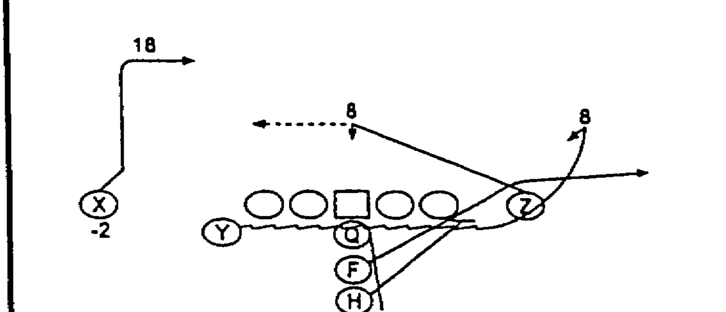
I RT ACT 6 668 F DRAG



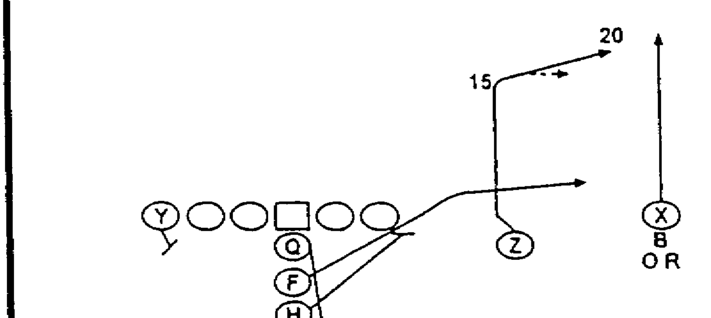
I RT SLOT ACT 6 295 LUCKY



I RT FLING FIRE PASS RT 56 F FLAT



I LT SLOT FIRE PASS RT 79 F FLAT



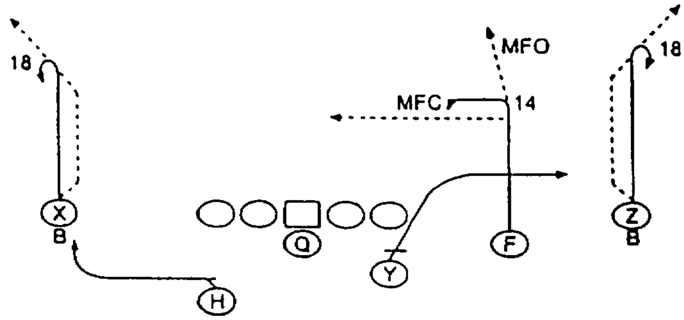
NICKEL PACKAGE

5/1/99 SATURDAY A.M.

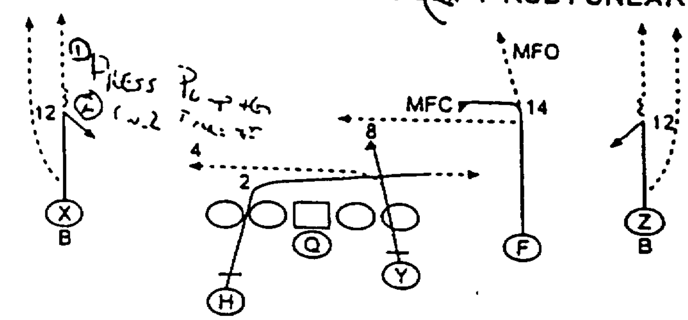
NICKEL PACKAGE

#1

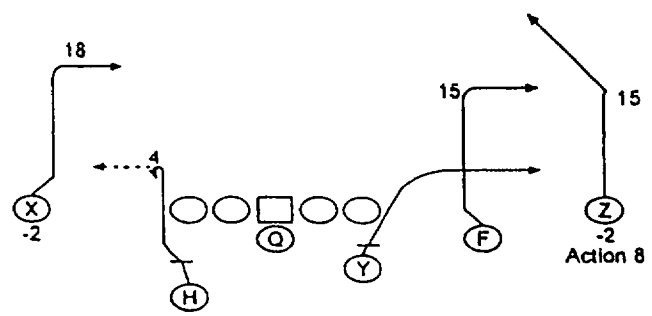
TWINS RT BRONCO RT 585



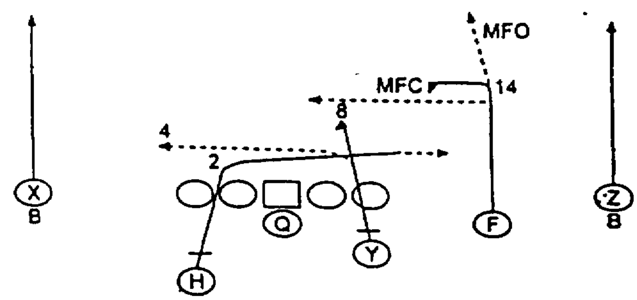
TWINS RT BRONCO RT 686 PUMP F RUB / SNEAK



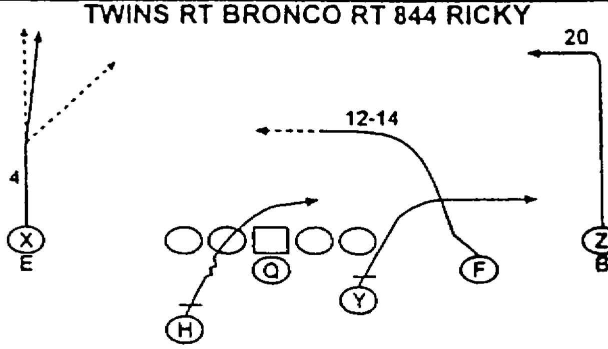
TWINS RT BRONCO RT SEAM 478 F FLAT / HOOK



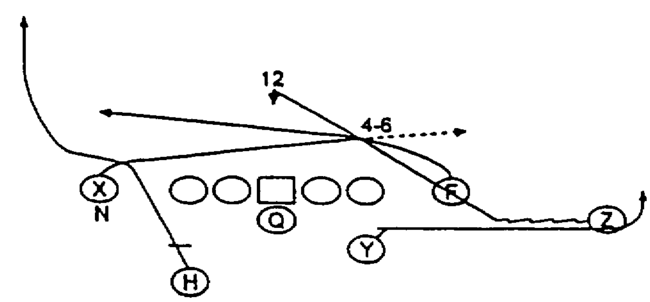
TWINS RT BRONCO RT 989 F RUB / SNEAK



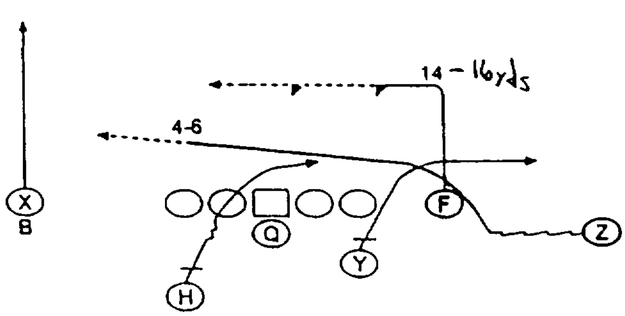
TWINS RT BRONCO RT 844 RICKY



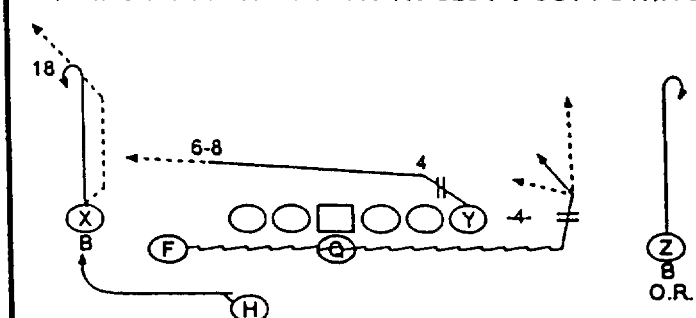
BUNCH RT ZIP BRONCO LT 022 STOP H SHOOT / SWIN



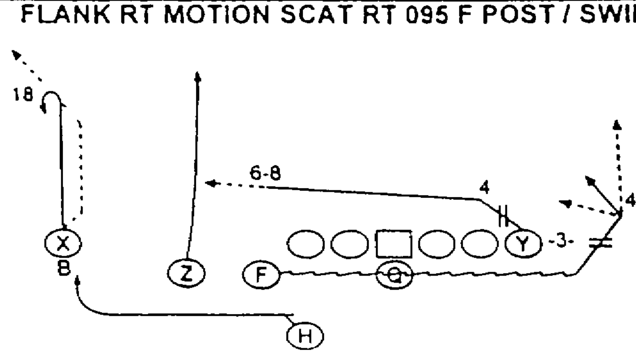
BUNCH RT ZIP BRONCO RT 940 RICKY



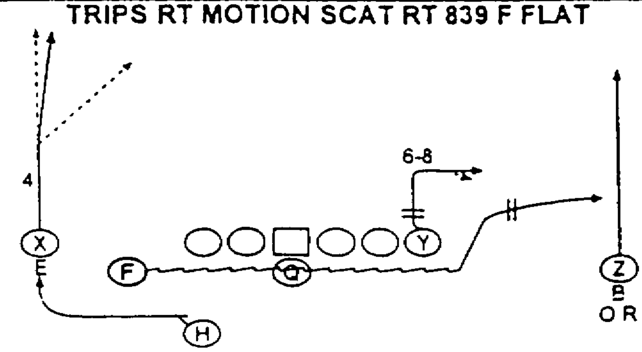
TWINS RT MOTION SCAT RT 525 F POST / SWING



FLANK RT MOTION SCAT RT 095 F POST / SWING



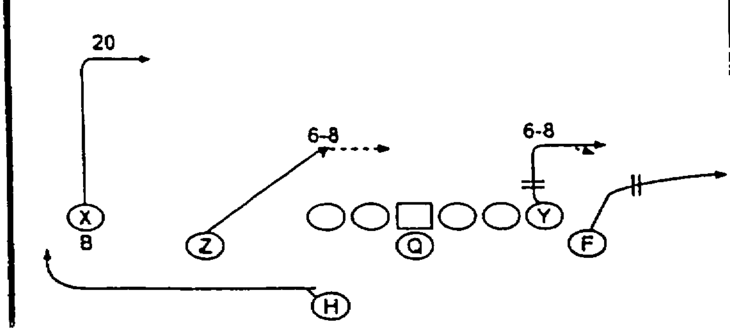
TRIPS RT MOTION SCAT RT 839 F FLAT



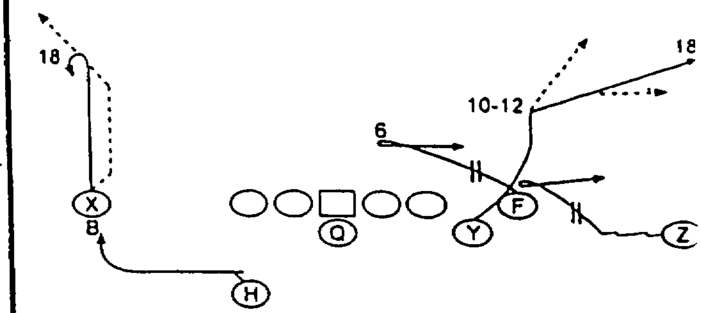
5/1/99 SATURDAY A.M.

#2

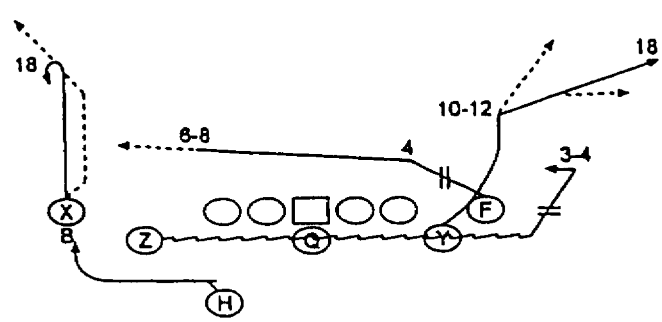
FLANK RT MOTION SCAT RT 364 F FLAT / SWING



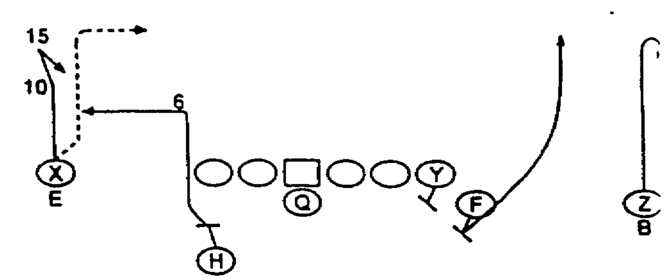
BUNCH RT ZIP SCAT RT Z TEEN



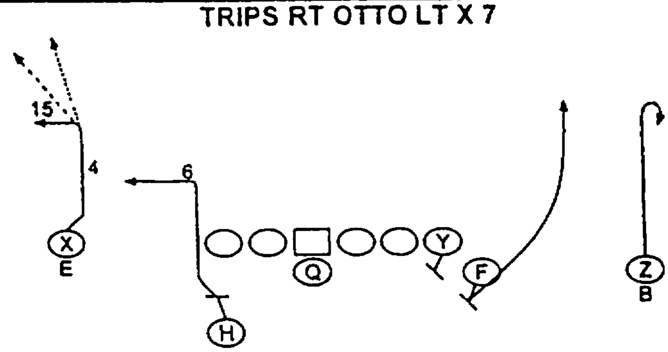
BUNCH RT ZOOM SCAT RT Z ARROW



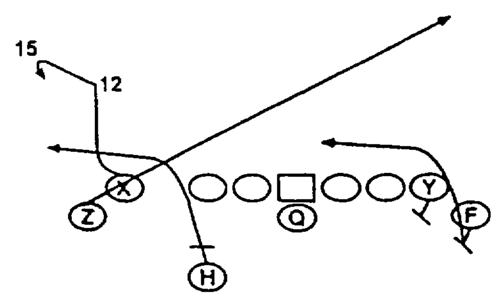
TRIPS RT OTTO LT X HOOK



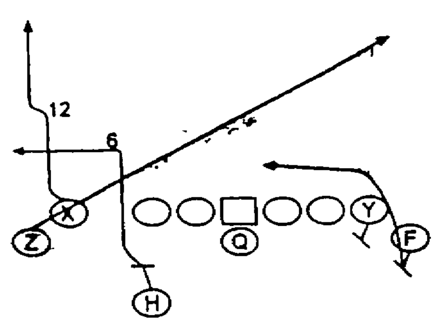
TRIPS RT OTTO LT X 7



FLOAT RT OTTO LT 078 STOP H FLAT



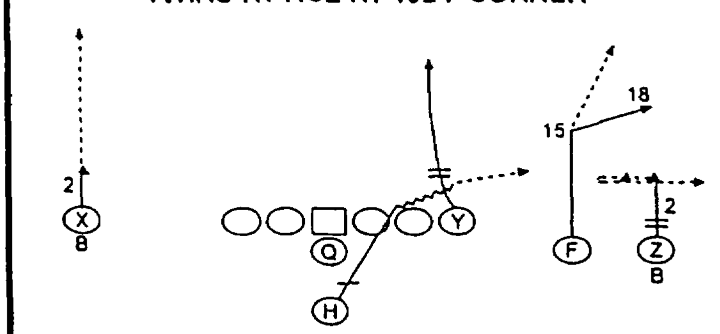
FLOAT RT OTTO LT 078 PUMP H WIDE



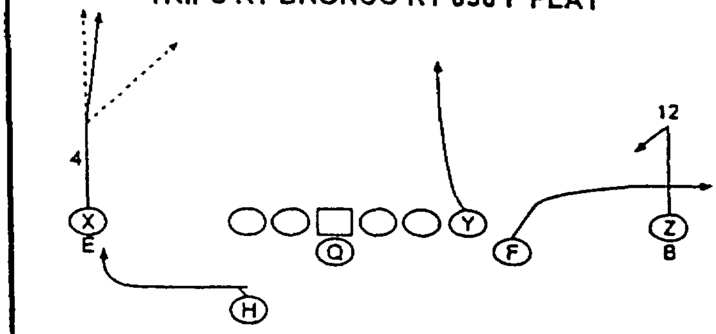
5/1/99 SATURDAY P.M.

#1

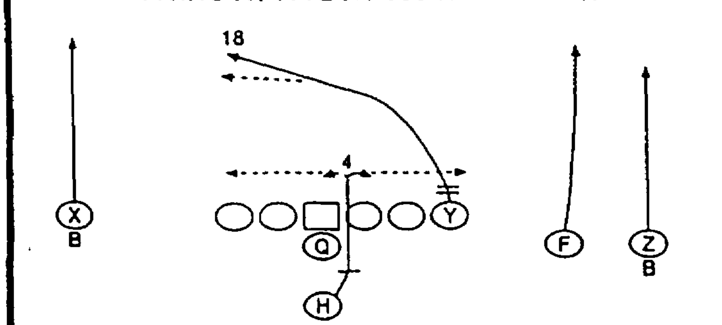
TWINS RT ACE RT 192 F CORNER



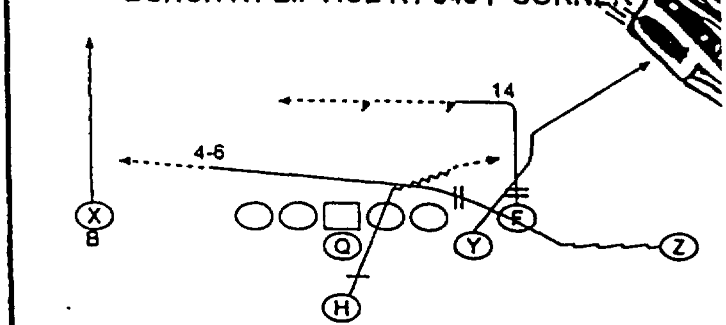
TRIPS RT BRONCO RT 896 F FLAT



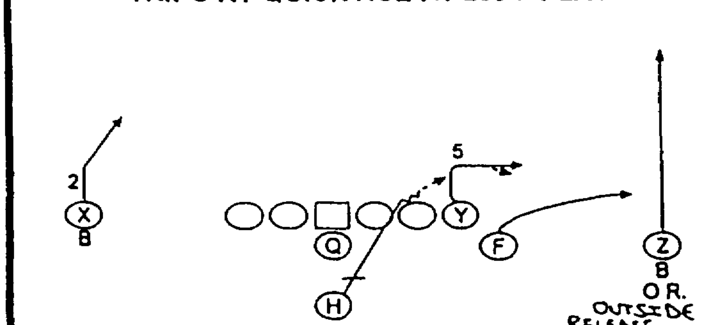
TWINS RT ACE RT 999 H BALLOON



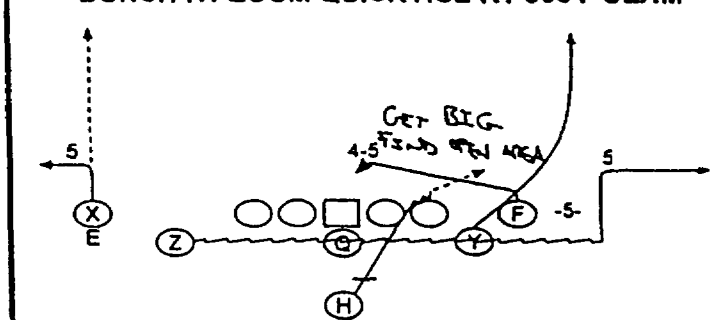
BUNCH RT ZIP ACE RT 940 F CORNER



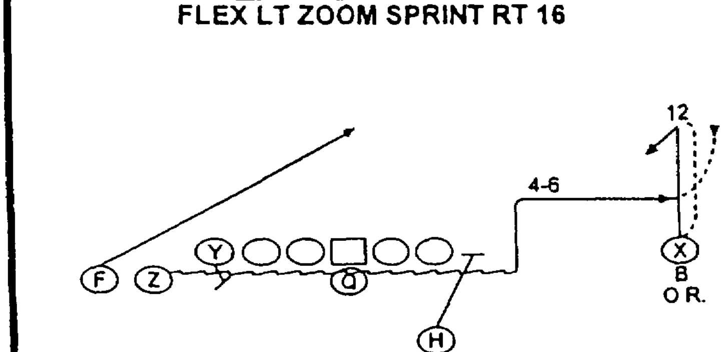
TRIPS RT QUICK ACE RT 239 F FLAT



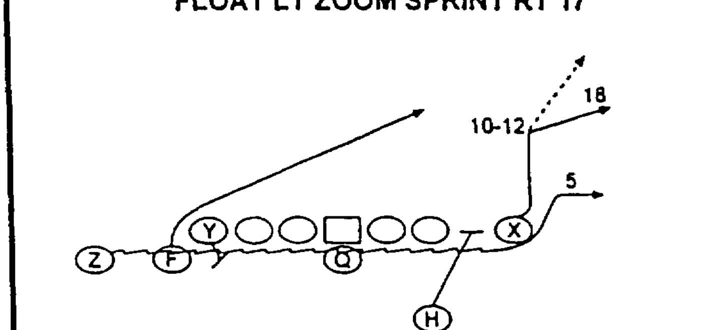
BUNCH RT ZOOM QUICK ACE RT 363 F SEAM



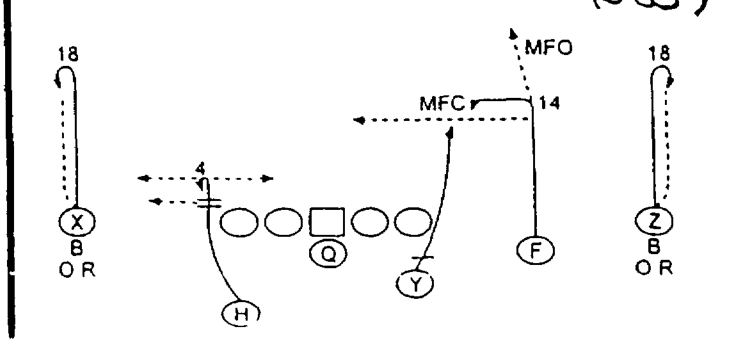
FLEX LT ZOOM SPRINT RT 16



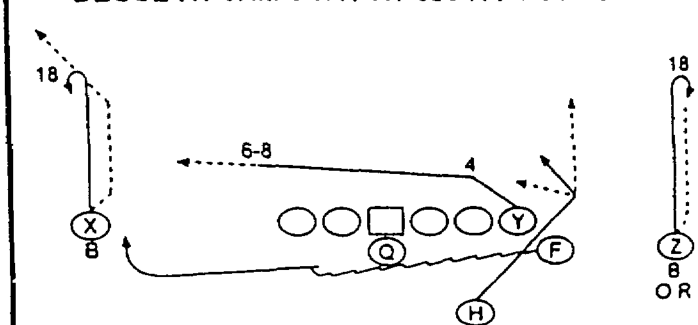
FLOAT LT ZOOM SPRINT RT 17



TWINS RT SMOKE LT H CHOICE (585)



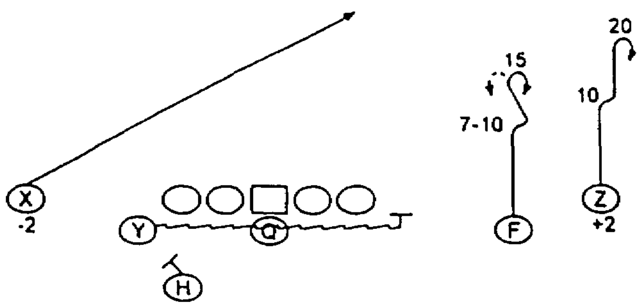
DEUCE RT JAM SCAT RT 525 H POST / SWING



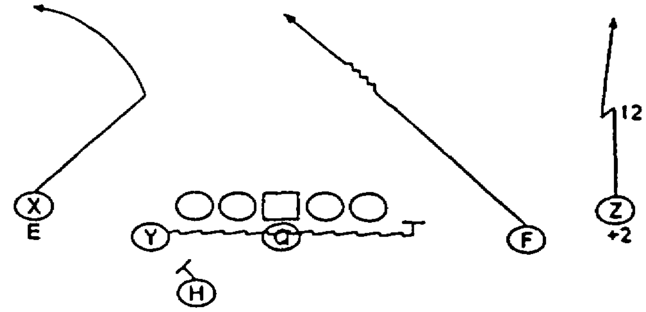
5/2/99 SUNDAY A.M.

#1

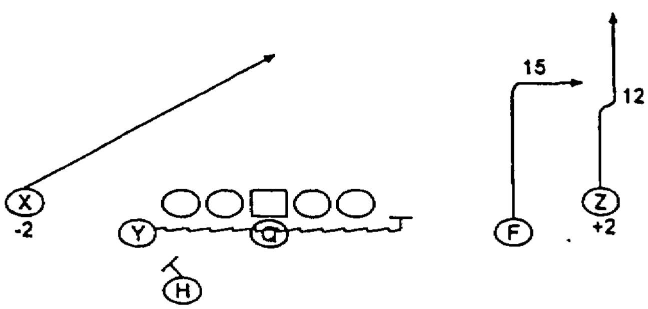
TWINS RT FLY SPEED 55 SQIURREL



TWINS RT FLY SPEED BOMB 729



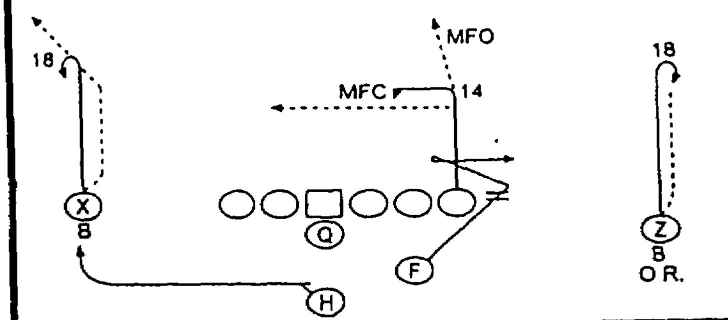
TWINS RT FLY SPEED 39 PUMP



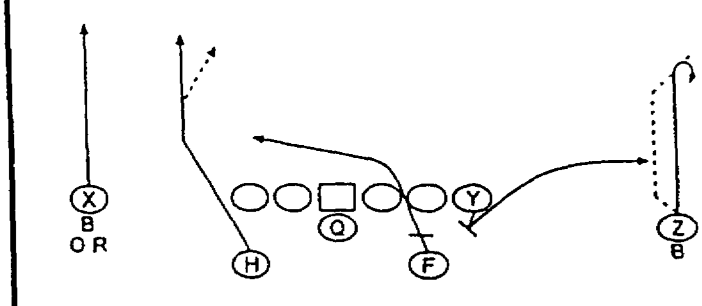
5/1/99 SATURDAY P.M.

#2

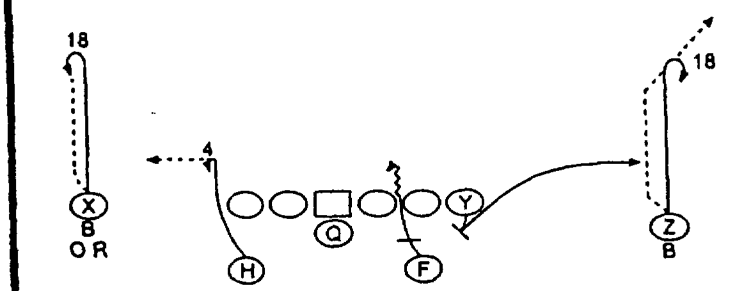
JACK RT SCAT RT 585 F FAKE CROSS



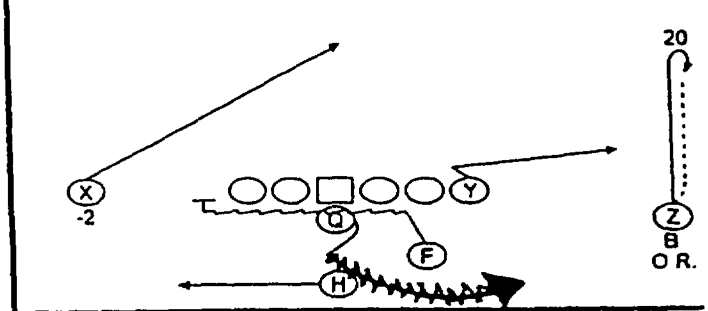
SPLIT RT SLIDE RT H SEAM / F DRAG



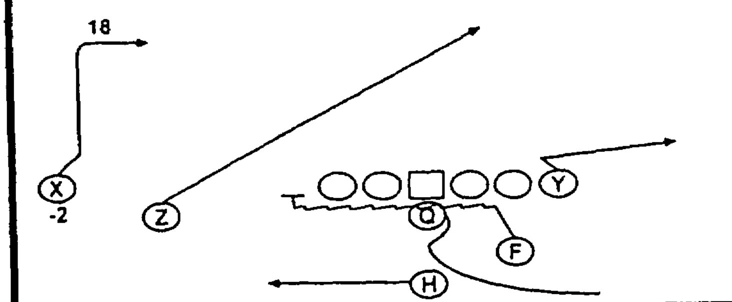
SPLIT RT SLIDE RT H OPTION 5



JACK RT JAM FAKE TOSS LT NAKED RT 215



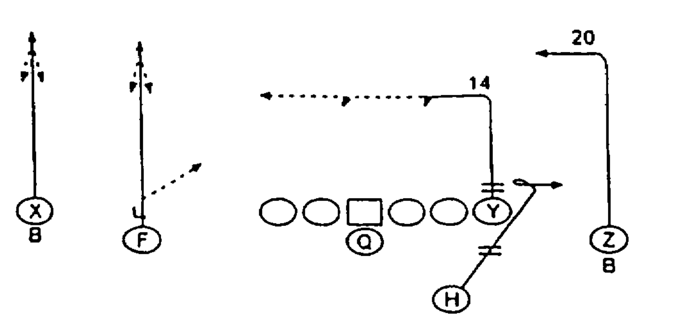
JACK RT SLOT JAM FAKE TOSS LT NAKED RT 124



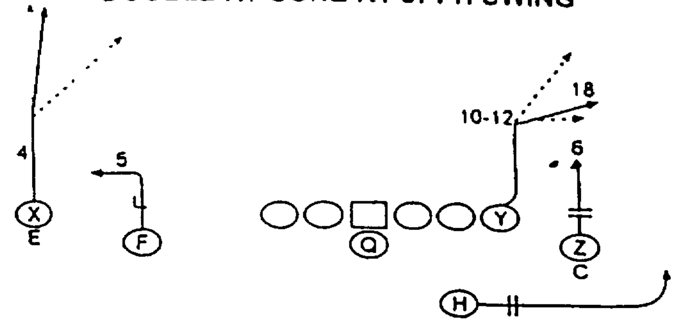
5/3/99

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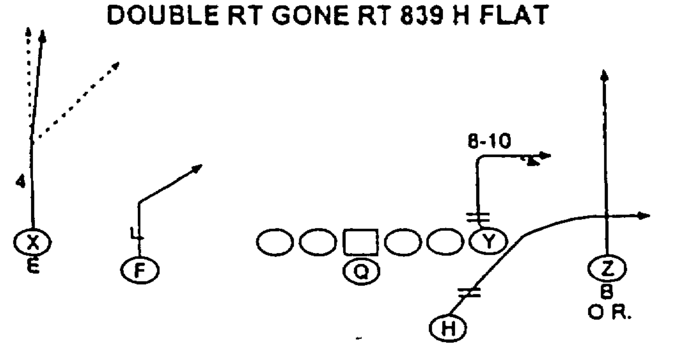
DOUBLE RT GONE RT 944 H FAKE CROSS



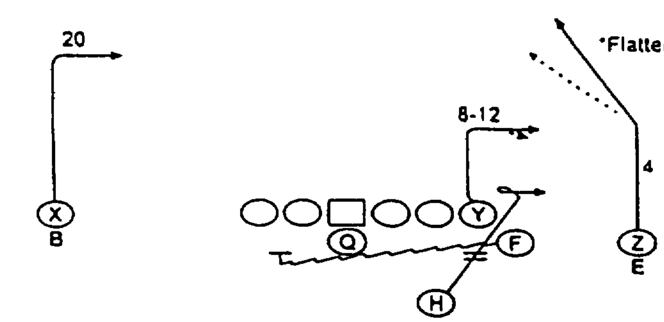
DOUBLE RT GONE RT 871 H SWING



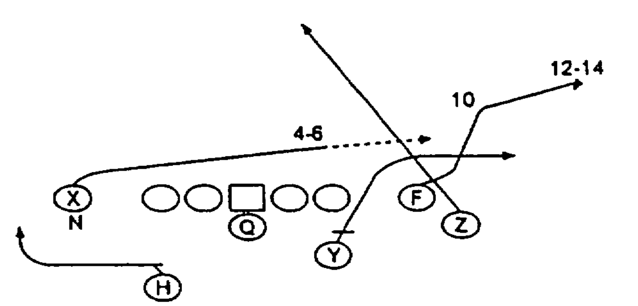
DOUBLE RT GONE RT 839 H FLAT



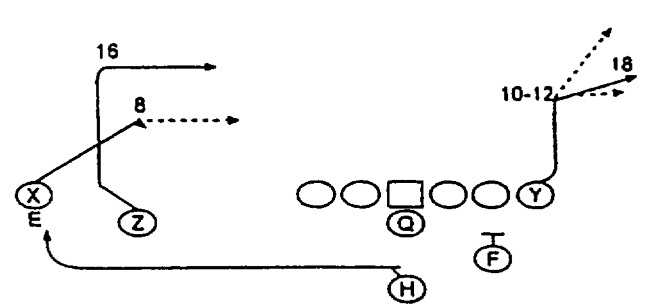
DEUCE RT JAM RIP 438 R.I. H FAKE CROSS



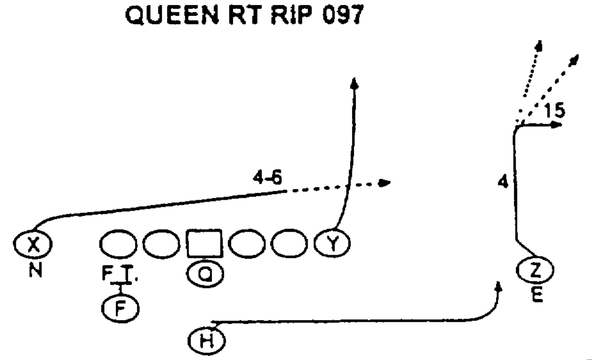
BUNCH RT LIZ 078 STOP F FLAT



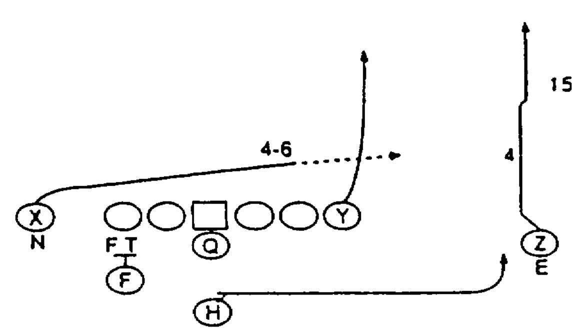
JACK RT SLOT RIP 741 H SWING



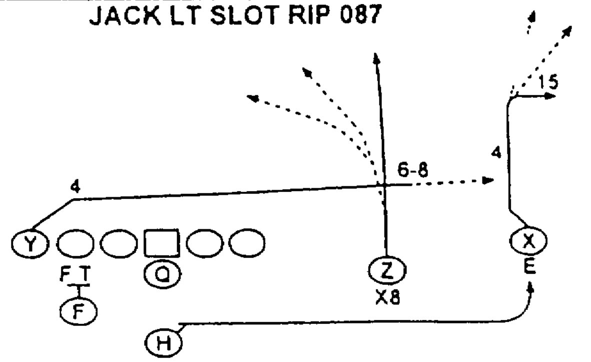
QUEEN RT RIP 097



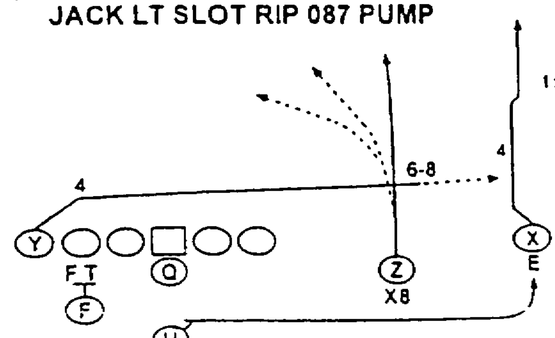
QUEEN RT RIP 097 PUMP



JACK LT SLOT RIP 087



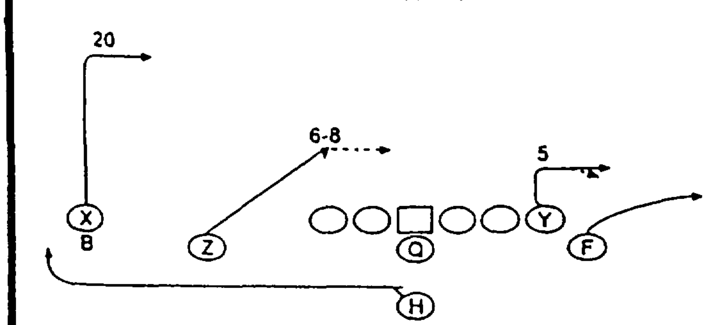
JACK LT SLOT RIP 087 PUMP



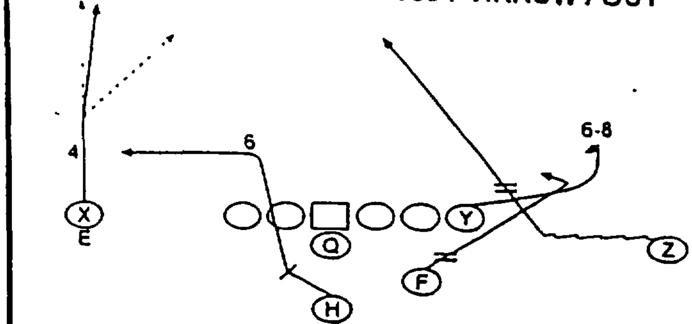
5/3/99

#2

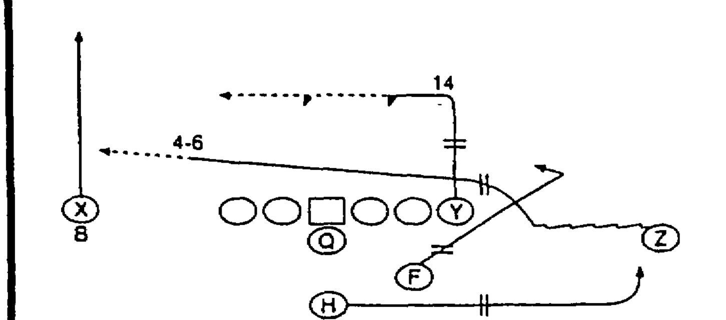
FLANK RT QUICK SCAT RT 364 F FLAT



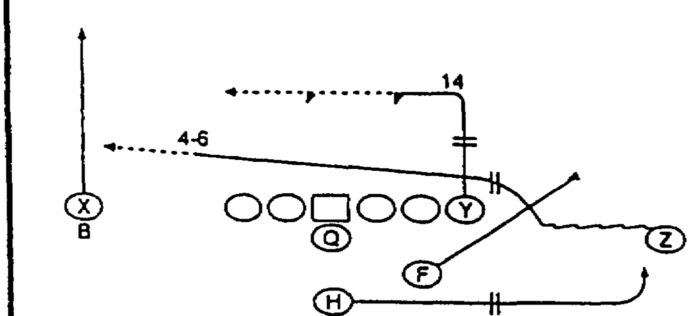
JACK RT ZIP SCAT RT 858 F ARROW / OUT



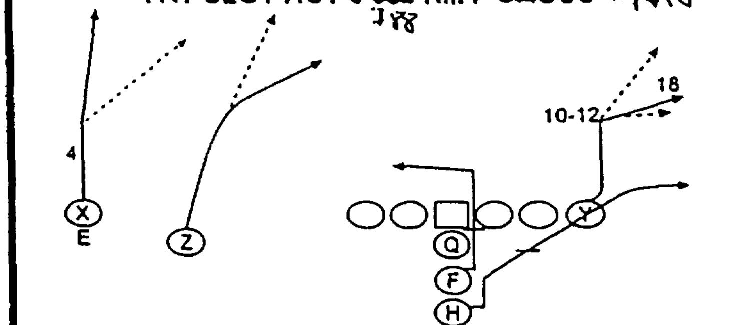
JACK RT ZIP ACE RT HOT 940 F ARROW / SWING



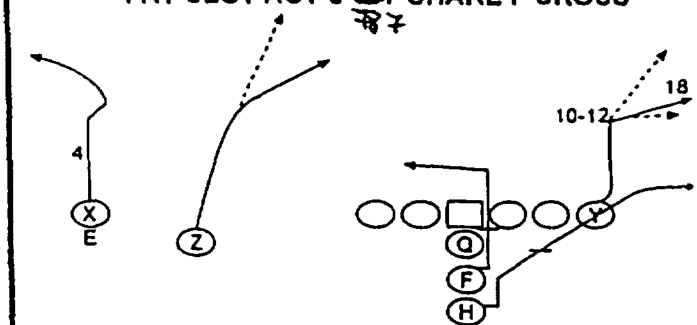
JACK RT ZIP ACE RT HOT 940 F STOP / SWING



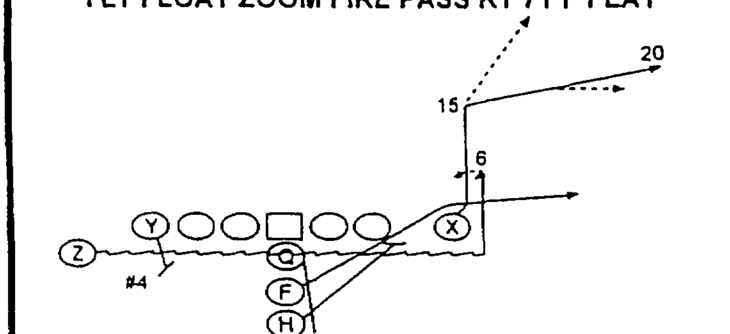
I RT SLOT ACT 6 ~~[illegible]~~ R.I. F ~~CROSS~~ DRAG



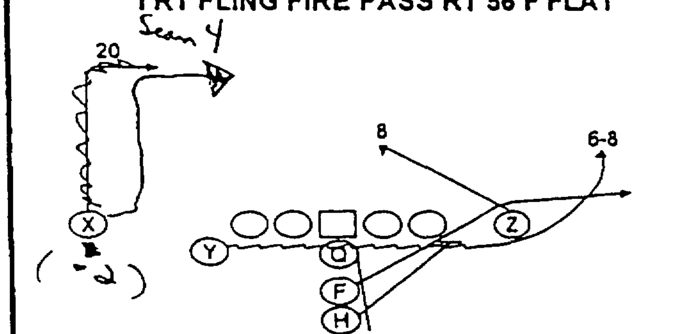
I RT SLOT ACT 6 ~~[illegible]~~ SHAKE F CROSS



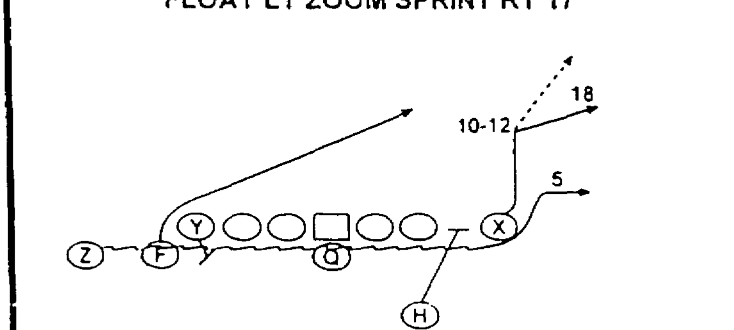
I LT FLOAT ZOOM FIRE PASS RT 71 F FLAT



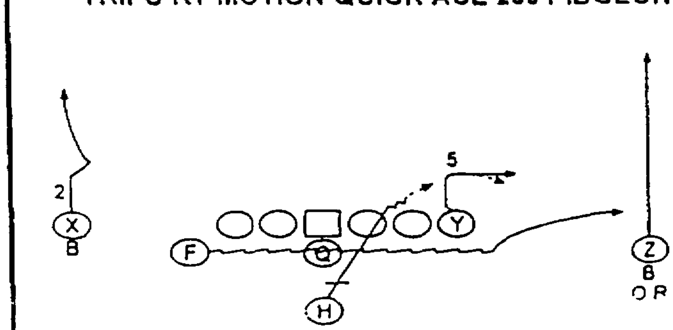
I RT FLING FIRE PASS RT 56 F FLAT



FLOAT LT ZOOM SPRINT RT 17



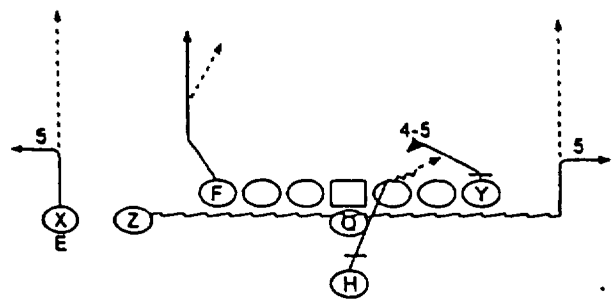
TRIPS RT MOTION QUICK ACE 239 PIDGEON



5/3/99

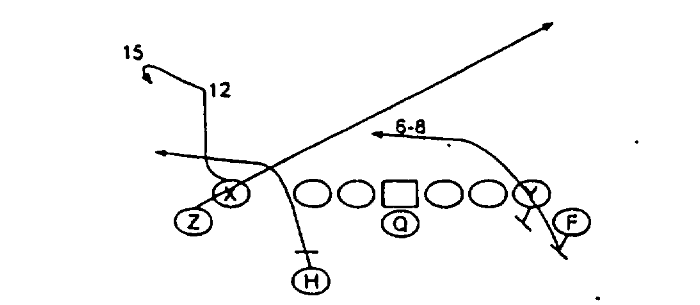
#3

DEUCE RT ZOOM QUICK ACE RT 363 F SEAM

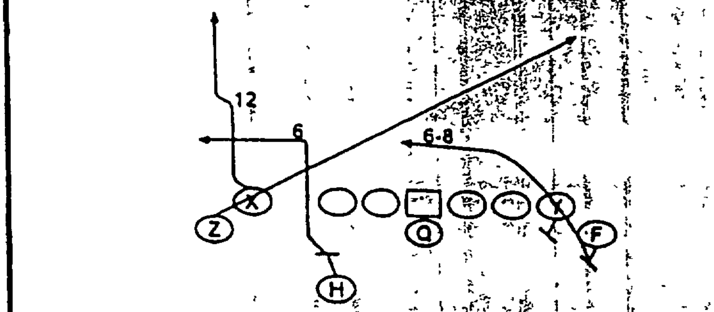


#1

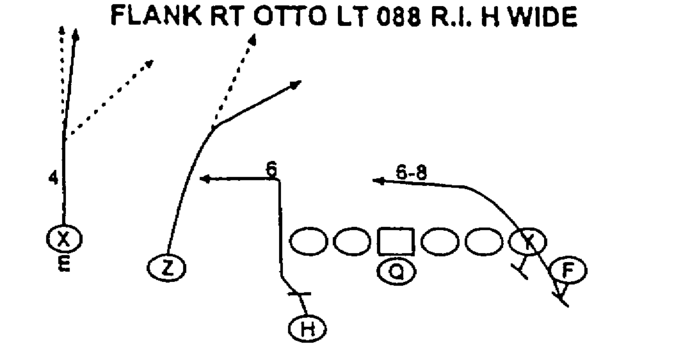
FLOAT RT OTTO LT 078 STOP H FLAT



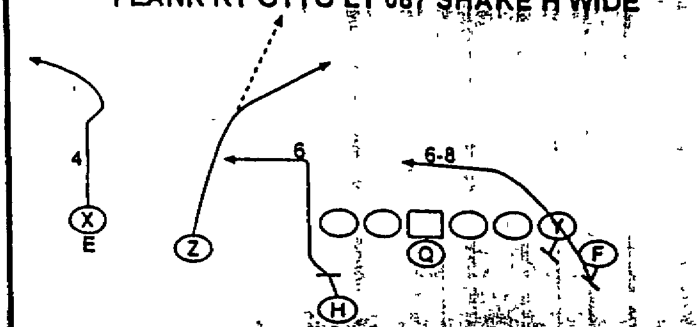
FLOAT RT OTTO LT 078 PUMP H WIDE



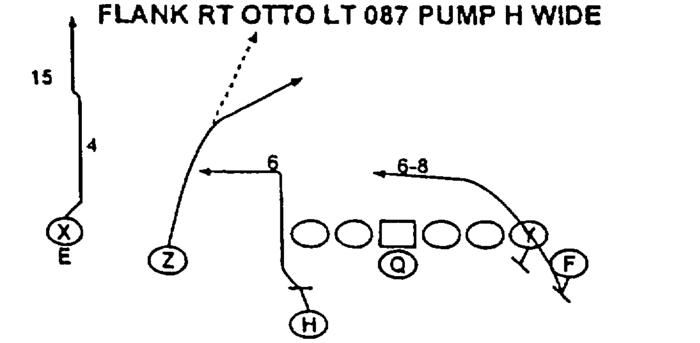
FLANK RT OTTO LT 088 R.I. H WIDE



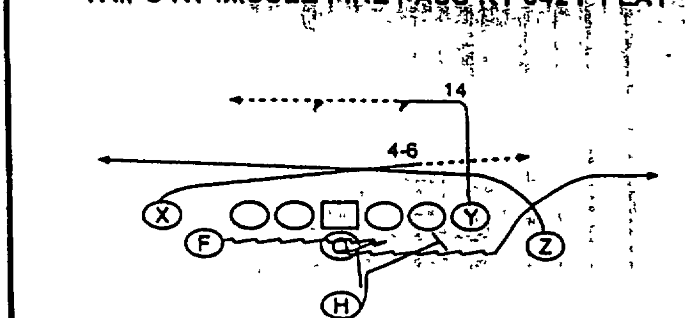
FLANK RT OTTO LT 087 SHAKE H WIDE



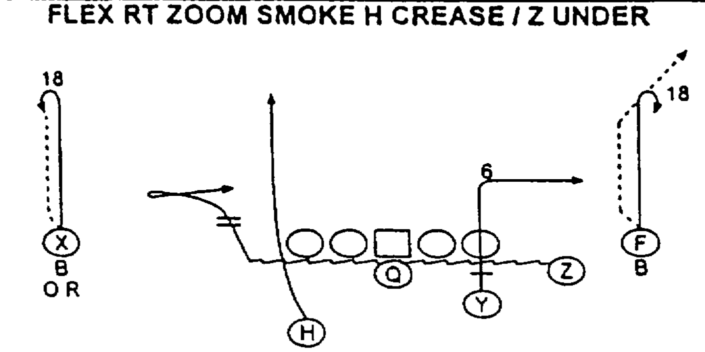
FLANK RT OTTO LT 087 PUMP H WIDE



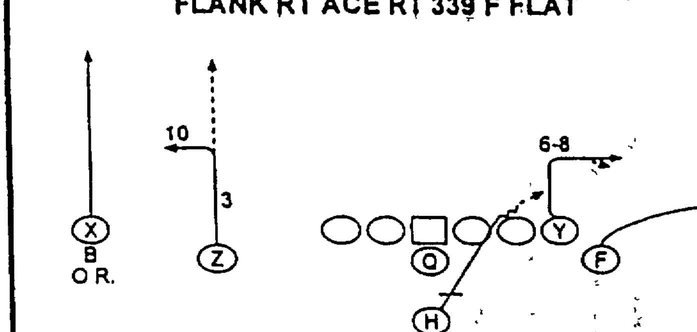
TRIPS RT MISSLE FIRE PASS RT 042 F FLAT



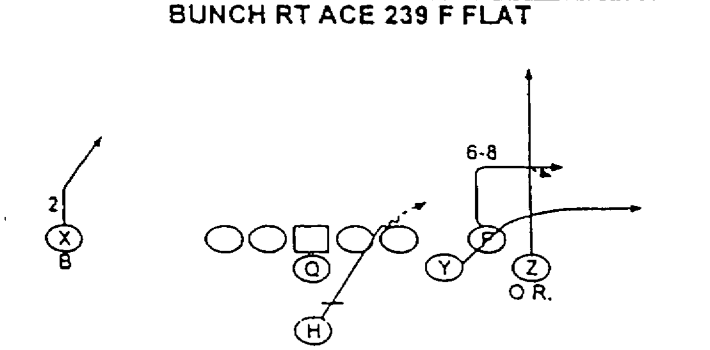
FLEX RT ZOOM SMOKE H CREASE / Z UNDER



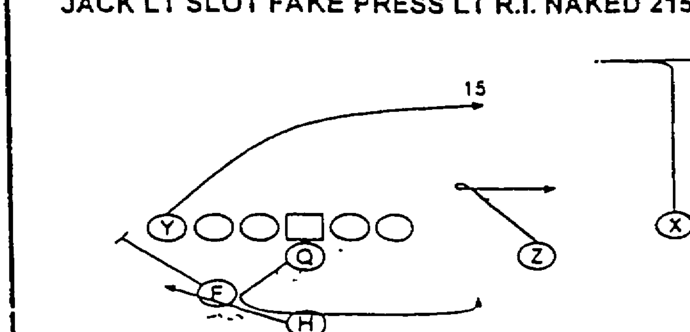
FLANK RT ACE RT 339 F FLAT



BUNCH RT ACE 239 F FLAT



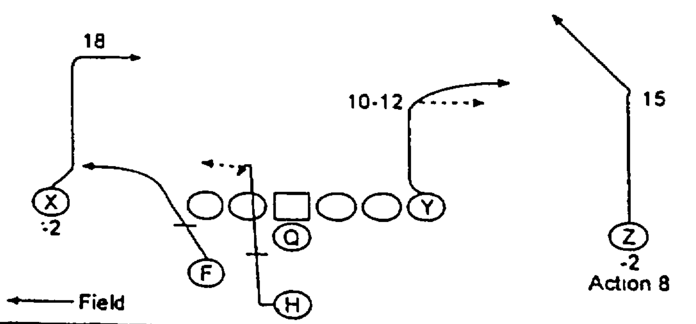
JACK LT SLOT FAKE PRESS LT R.I. NAKED 215



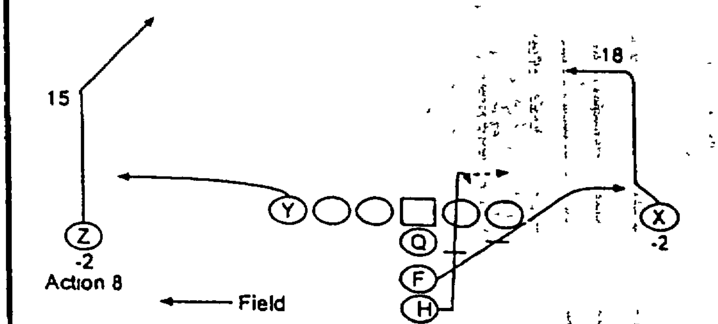
5/5/99

#1

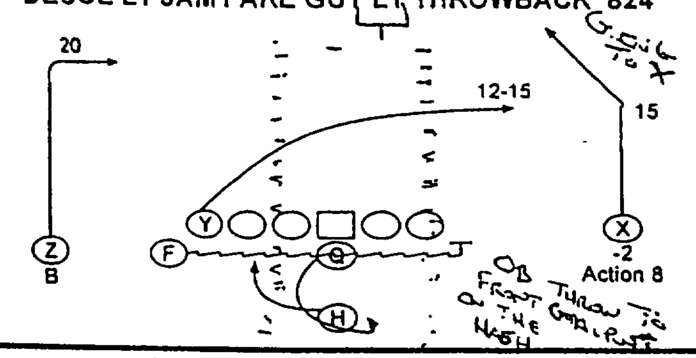
QUEEN RT ACT 5 SEAM 478



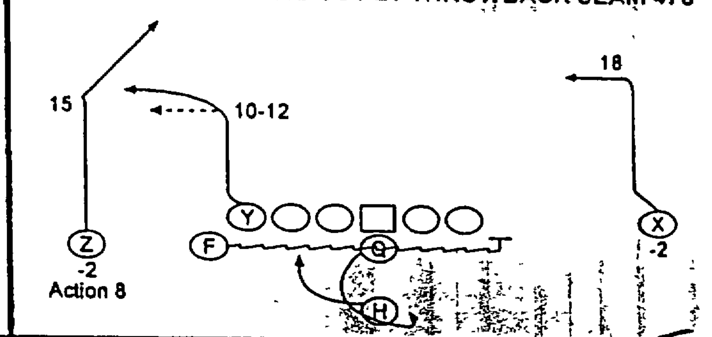
I LT ACT 4 SEAM 418



DEUCE LT JAM FAKE GUT LT THROWBACK 824

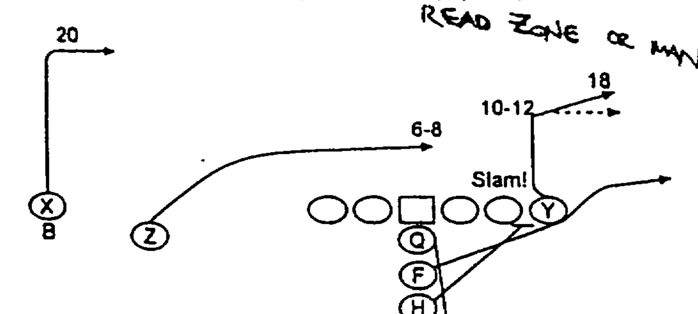


DEUCE LT JAM FAKE GUT LT THROWBACK SEAM 478



I RT SLOT FIRE PASS RT 724

READ ZONE OR MAN



37∅

RUN OUT OF NICKEL (837)

RUN OUT OF NICKEL

WR'S HAVE (839)